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Nintendo®

ISSUE #38

MAGAZINE SYSTEM

MAY '96

RETURN OF THE JEDI



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N64 PREVIEWS
DOOM & SMW2 GUIDES
ACM SPECIAL
ANIME ACTION

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THE EDITOR'S PEACE

Settle down and listen up. You there at the back, keep a lid on it and put that away at once! Right, where was I? Where am I? Who am I?

I've not been feeling myself lately. Actually I've not been feeling anyone at all. I've been under the doctor with my legs, and a curious virus that makes me spew things I never ate in my life. No really! I brought up a cat last night. I'm nearly over it now, but these pills he's got me on are not what I'd expected from small round purple things at all.

Now, where was I? Ah yes, magazine, editorial, job... What's in this thing this month? Probably a few reviews and previews and stuff, Skull and stuff, News if you're lucky... Oh leave me alone and look in the Contents for goodness sake, it's not far away.

I read the last one. I sat up in bed, bored with puzzle books, soup and flat pillows and read it cover to cover, looking for mistakes. I found one on page 62 and sent a memo to Skull, but that was all.

I had a recurring dream about B.Orchid being in Baywatch, but I'm not telling you about that, except to say that I've not been the same since and my dog won't come near me now. I used to dream about being a rock star and biting the heads off chickens, but that was a long time ago. Am I rambling again?

I had this great idea for the next century. What if we piled up all the spare rocks in Australia in the middle of the country, planted a few trees and things and made a sort of massive Bali here at home? If it was high enough we'd have a new weather system and no need for all those east winds. I hate east winds. Send your rocks to Alice Cooper, The Rise, Broken Hill, and we'll see what comes of it. Fertile deserts and disgruntled desert creatures no doubt.

Is it this month or next that we do the thing on food? Huh? Next month. Ah well, it'll keep. I'm going off to get something to go with these pills. I'll be better soon. Don't take drugs. Drugs screw you up.



NINTENDO PEOPLE SYSTEM

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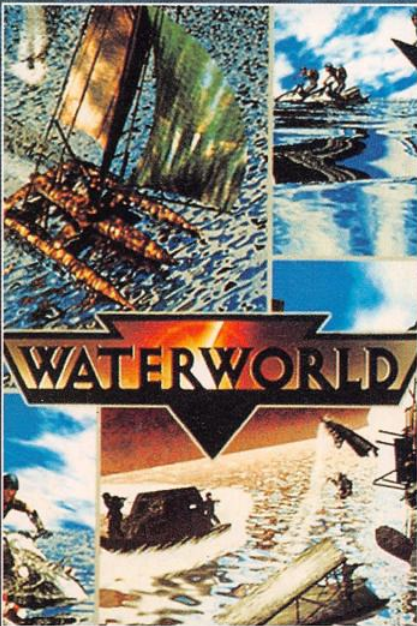
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SERIOUS ACTION SERIOUS ADVENTURE

SERIOUS FUN!



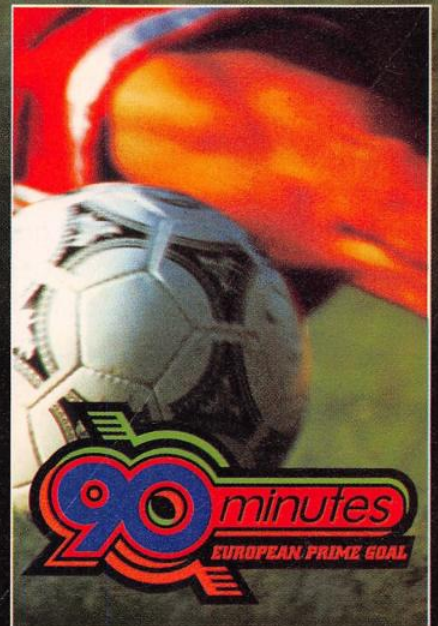
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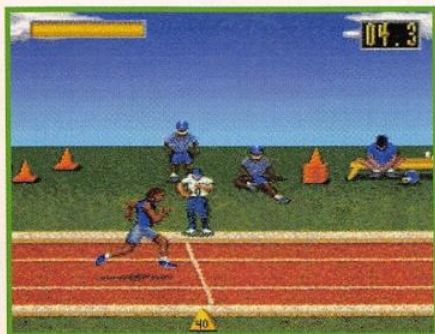
ocean

NNN

NINTENDO NEWS NETWORK

IT'S IN THE GAME!

Those of you into American Football will of course know that the Super Bowl is the premier grid-iron event of the season. There's always plenty of hype surrounding the game itself but did you realise that there's plenty more going on for the whole week before the match? The NFL Experience is a huge combination of displays, interactive games and other entertainment attractions that include the Pro Fitness



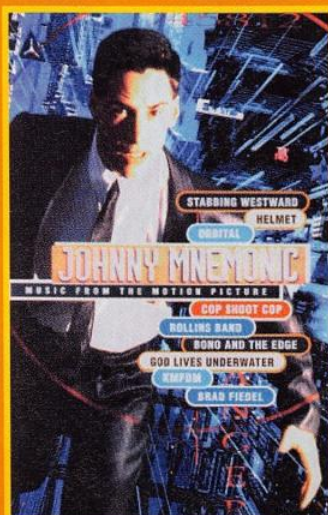
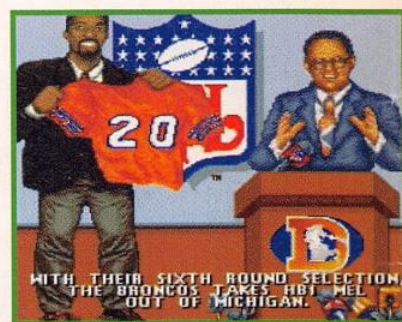
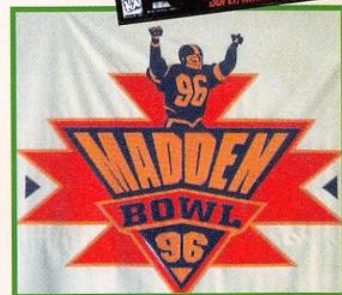
Conditioning Area, NFL Interactive and the Look Like A Pro display. Over fifty NFL stars were present and many of them were there to participate in the EA Sports event Madden Bowl '96.

This annual video game tournament sees the top stars compete against each other on EA's John Madden Football game. Thirty-two celebrity players from the NFL and the entertainment industry took part to win the chance of being immortalised in the next game Madden '97. The overall winner, who this time was defending champ Reggie Brooks (Running Back for the Washington

Redskins), will have his image prominently included by EA in the finished game so look out for him when Madden '97 finally hits the stores. He had to fight off stiff competition to win the coveted title for the second time and played Brandon Sanders, Arizona Wildcats Cornerback, in the final.

If you can't wait for Madden '97 you'll just have to settle for Madden '96 which boasts a whole host of new features, stats and play options. (Check out these advance screenshots!) Sold as being the most complete football game ever we here at NMS can't help but wonder just what they'll do to improve on it for Madden '97!

Watch for a full review in a future issue and don't miss our sports special coming up in time to coincide with the Olympic Games in Atlanta.



HERE'S JOHNNY!

If you enjoyed the recent Tri-Star Pictures movie Johnny Mnemonic, you'll be pleased to hear that Columbia Records have released a soundtrack album of the music from the film. Starring Keanu Reeves, it's based on a short story by famous 'cyberpunk' author William Gibson and Keanu plays a bio-enhanced international data smuggler who's on the run from a crime syndicate. He has limited time to decode the information in his head before it kills him. It's action and adventure all the way and the soundtrack includes fitting music from a long list of rock and alternative bands including the Rollins Band, Stabbing Westward and Cop Shoot Cop. Also on the album are Bono and The Edge from U2 whose track has the bizarre title of "Alex Descends Into Hell For A Bottle Of Milk"! It seems that U2 are keen to explore the world of film music as another of their recent projects was contributing to the soundtrack of the Anime smash "Ghost in the Shell".

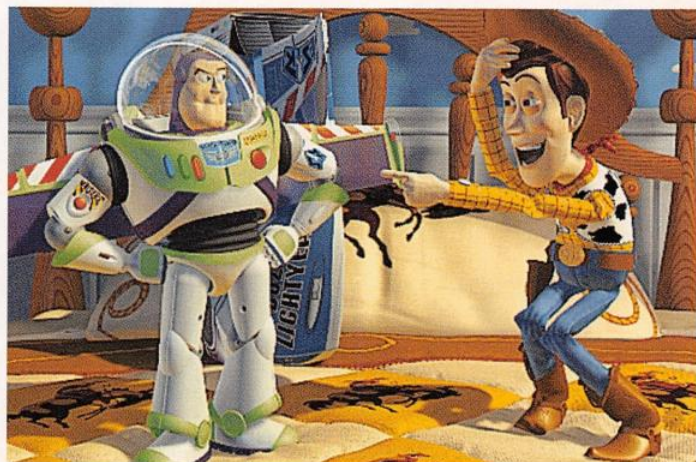
TOY STORY

TO INFINITY... AND BEYOND!

Last week Will took some time out, grabbed a bucket of popcorn and sat in a darkened room for what turned out to be a mega-experience. The reason? The revolutionary Toy Story, the first and only picture in history to be completely computer animated.

"I'm not fully into the Disney hyper-hype, and although I expected to be fairly impressed by the animations, I can't say I was expecting a film to remember. But I gotta put it on the line Woody - here's a hit that grabs you unnaturally by the eyeballs, and I laughed like a plastic laughing box for pretty much the whole way through.

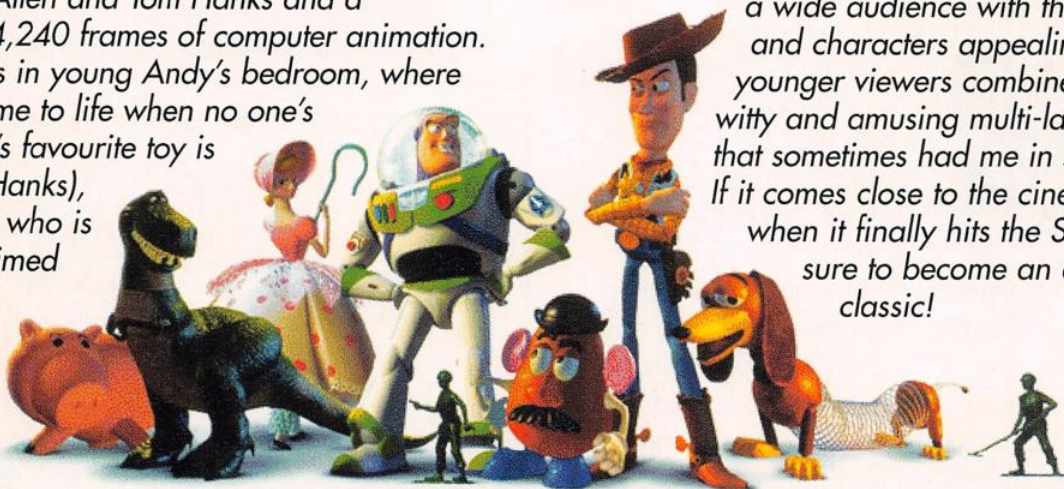
Directed by John Lasseter, the film features the voices of Tim Allen and Tom Hanks and a whopping 114,240 frames of computer animation. The story starts in young Andy's bedroom, where all the toys come to life when no one's around. Andy's favourite toy is Woody (Tom Hanks), a cowboy doll who is the self-proclaimed leader of the toy gang.



Everything goes along nicely until Andy's eighth birthday when new hi-tech toy, Buzz Lightyear comes on the scene. Until now, all the others looked up to Woody, but now he has a rival, with impressive lasers, wings and computerised insides.

The only problem is Buzz thinks he's real and the two are set for a supreme showdown.

The film itself is an amazing achievement. It outshines other high tech films such as Lawnmower Man as the characters here are so real in appearance. The plot's really good too; it caters for a wide audience with the graphics and characters appealing to the younger viewers combined with a witty and amusing multi-layered script that sometimes had me in stitches! If it comes close to the cinema version when it finally hits the SNES it's sure to become an all-time classic!

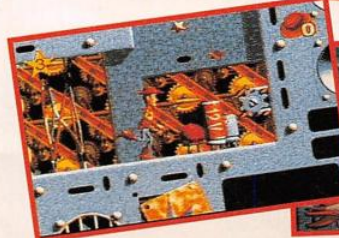


TOYS AHOY!



As a gentle taster of things to come we can give you a look at a few of the screens from the video game version of this tale. We've only just got hold of the game, but there seems to be the levels of detail and complexity that Disney promised and the film delivered.

We'll stay on the case and just as soon as we can get it we'll bring you all the intricate details.



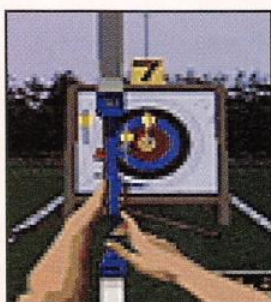
DELAYED DELIVERY FROM DISNEY

It's recently been announced that Disney Interactive have cancelled two of their SNES titles and delayed release of a third. Pocahontas was the first to come under the hammer after concerns about quality and Gargoyles was soon after, following poor sales of the Genesis version. It is thought that the Game Boy version of Pocahontas is still on track though and we've got hold of a few screens here. For those of you eagerly awaiting Donald Duck in Maui Mallard after reading our review back in the February issue – you're going to have to hold on a bit longer yet. They've decided to delay the release until much later in the year to coincide with the title's release on the PlayStation.



HERE'S A BRIEF TASTER OF WHAT MIGHT BE TO COME FOR POCAHONTAS ON THE GAME BOY

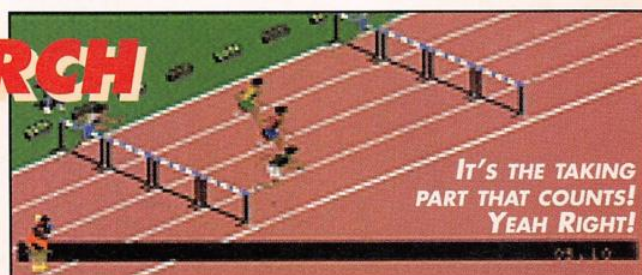
CARRYING THE TORCH



With the Summer Olympic Games in Atlanta only weeks away it was inevitable that there would be an Olympic Games console title. US Gold's Olympic Summer Games (released by T•HQ in the States) includes ten

different events from sprinting and pole vaulting through to the discus and archery. You'll be able to compete for one of 32 different nations in either practice or full competition mode and with the inclusion of actual Olympic statistics details you'll even be able to go for that coveted record time. Both SNES and Game Boy versions are being worked on, and it looks to become one of the highlights of this sporting season, with a May-June release date expected. We'll bring you a full review of this four-player game soon but in the meantime here are a few shots as a track-side warm up.

If you're into sporting games in general then put your order in with your newsagent now for our sports special issue in July!



IT'S THE TAKING PART THAT COUNTS! YEAH RIGHT!

SUPERSTAR FOR THE N64?

INTERNATIONAL SUPERSTAR SOCCER



Konami, part of the famous Nintendo 'Dream Team', are planning to launch a 64 BIT version of the excellent soccer game International Superstar Soccer Deluxe. The game, which will probably be titled Superstar Soccer 64, could well be out by Christmas in Japan, but us other grunts will have to wait till early next year for a taste of the action. Still, it seems that along with other announced titles, Nintendo are still going for the cream of games titles to grace their new machine, which can't be a bad thing.



SWAP & SELL

DETAILS

JOSHUA CLEARIHAN
15 Egret Ave, Burleigh Heads
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ANDREW WANG
11 Lehan Plaza, Dolans Bay,
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ACT 2614. Tel: 06 2549379

CHRIS DAWSON
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Lemongrove NSW 2750
Tel: 019 607 865

JAMES NICHOLLS
WA Perth 18, Jubaea Grds-MT
Claremont 6010 Tel: 384 3990

ALEX OAKLEY
61 Bailey St, Trigg, Perth, WA
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3212. Tel: 052 823272

JUSTIN WILSON
19 Mallen Street, Morphett
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24 John Phillip Drv, Bonny Hills,
NSW 2445. Tel: 065 855 090

CHEYNE HARRISON
10 Kearney Drv, Aspendale Gdns
Melbourne, Vic. Tel: 03 9587 2492

THOMAS WRIGHT
425 Glenfern Rd, Upwey
Tel: 9754 5469 (A-H)

KEN FENN
Fenns Nursery, Ravenswood Rd,
RSD, L500 Lockwood Vic.
Tel: 054 353220

WANTS

Donkey Kong Country 2 (SNES)

F Zero (SNES)
Earthworm Jim (SNES)

Super Return of the Jedi (SNES)
Mortal Kombat 3 (SNES)

Super Probotector (SNES)
Donald in Maui Mallard (SNES)
Dirt Trax FX (SNES)

Donkey Kong Country 2 (SNES)
Killer Instinct (SNES)
CutThroat Island

Primal Rage (SNES)
Donkey Kong Country (SNES)
Mortal Kombat 2 (SNES)

Theme Park (SNES)
Stunt Race FX (SNES)
Secret of Mana (SNES)
Zelda III (SNES)
Donkey Kong Country (SNES)

Donkey Kong Country 2 (SNES)
Earthworm Jim 2 (SNES)
Stunt Race FX (SNES)

Donkey Kong Country 2 (SNES)
Super Mario Kart (SNES)
Zero The Kamikaze Squirrel (SNES)

Big Hurt Baseball (SNES)
Super Scope Gun
Donkey Kong Country 2 (SNES)
Donkey Kong Country 2 (SNES)
Yoshi's Island (SNES)

Donkey Kong Country 2 (SNES)
Yoshi's Island (SNES)

Killer Instinct (SNES)
Mortal Kombat 2 (SNES)
MegaMan 7 (SNES)

WILL SELL/SWAP

Super Mario World (SNES)
Hole In One Golf (SNES)

Super Strike Eagle (SNES)
Alien 3 (SNES)

Donkey Kong Country (SNES)
Mortal Kombat 2 (SNES)

Donkey Kong Country 2 (SNES) \$80
Mortal Kombat 2 (SNES)
Mortal Kombat

Castlevania IV (SNES)
Probotector - Alien Rebels (SNES)
Jurassic Park (SNES)
Stunt Racer FX (SNES)
Jurassic Park (SNES)

Mario (NES)
Top Gear (SNES)
Probotector II (NES)
Iron Tank (NES)

Donkey Kong Country (SNES)
Mario All Stars (SNES)
Virtual Soccer (SNES)

F-Zero (SNES)
Mortal Kombat 3 (SNES)
Art of Fighting (SNES) - US Import
Killer Instinct (SNES)
Earthworm Jim 2 (SNES)
Starwing (SNES)
Crash Dummies (SNES)

Mario Paint (SNES) - Swap
Duck Tales (NES) - Swap
Mario 1/Duck Hunt (NES) - Sell
Super Metroid 3 (SNES)

We've had such a huge response that the Swap & Sell's are continued on page 66.

Send to: Swap & Sell, NMS, PO Box 14225, Melbourne, MC Victoria 8001

Name _____	I WANT:	
	Game _____	Console _____
	Game _____	Console _____
Address _____	I'LL SWAP/SELL	
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70's Style Arcade

2 ARCADE CLASSICS
IN 1 GAME PAK

Navigate a Speeding Spacecraft through
Tumbling Debris!

ASTEROIDS



MISSILE COMMAND



Super
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ENHANCED

Anihilate Menacing Warheads

2 ARCADE CLASSICS
IN 1 GAME PAK



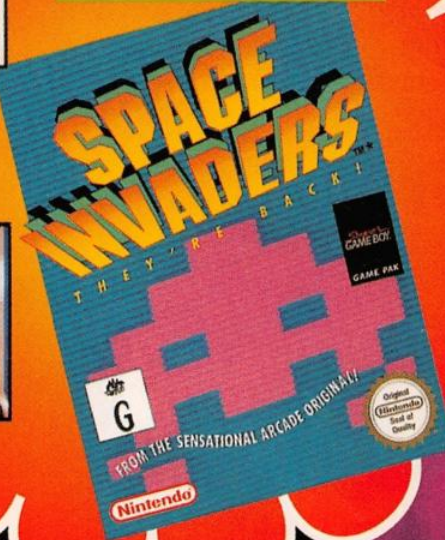
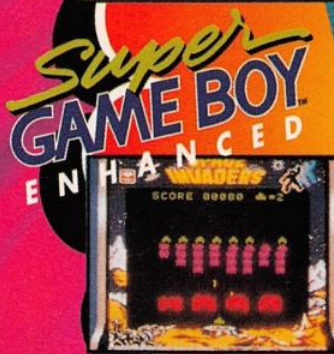
DEFENDER



JOUST



THE ORIGINAL



This nostalgic blast from the past
tests your skill and reflexes
against a horde of alien invaders!



Space Shooting Action
in a High-Speed Ship

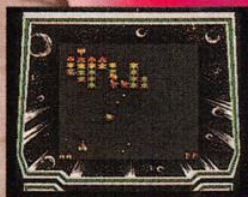
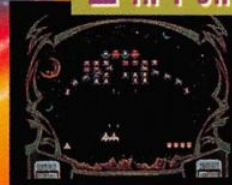
Transform your Gameboy
games in colour on your TV

A Feather-Ruffling Romp
on a Futuristic Bird!

Action for your Gameboy



2 ARCADE CLASSICS
IN 1 GAME PACK

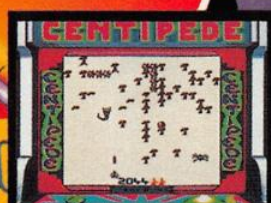


Super
GAME BOY
ENHANCED

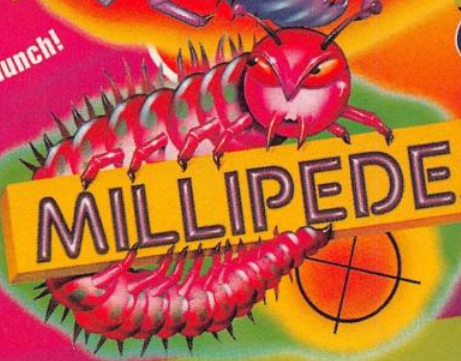
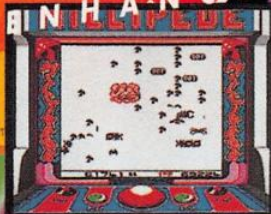
Pilot the Galakship and Conquer
the Alien Forces!

The Galaga Military Front has
Launched a Full Attack

2 ARCADE CLASSICS
IN 1 GAME PACK



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and nasty earwigs before they multiply
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After Enzo moaned at me for not mentioning any Anime or Manga Web sites before, this month I've trawled the net with his help to bring you this selection of sites.

Although Enzo finds it hard to comprehend, there are some people out there, including me until recently, who don't have more than a mild clue what all this Manga stuff's about. So to give other novices an idea we've decided to check out a few sites that will give you a taster and lead you on to greater things.

Strictly speaking Manga is the generic term for Japanese comics while Anime is how we Otaku refer to Japanese animated movies. (Otaku is the Japanese word for an Anime fan so I'm told!) Although much of the Western world regards cartoons and comic books as being strictly for kids, true Japanese Manga and Anime titles are created for all ages. Certainly there are some produced just for kids but there's also a lot of stuff out there that's quite serious and adult in theme.

A lot of the Japanese produced stuff has a reputation for violent and sexy imagery and storylines and while this is true in some cases, there's also a lot of more 'suitable' fare for younger fans. Basically, any idea or story that's been made into a real action film has at some time been made into an Anime title as well.

As there are a few Japanese words and phrases that you're likely to come across while getting to grips with the genre we thought we'd list a few here to get you started.

- Chara = a character
- Mecha = a mechanical object like a robot or a vehicle
- Otaku = an Anime fan
- Kawaii = cute
- OVA = Original video animation (sometimes referred to as OAV) - these are Anime films that are made specifically for the video markets.

So now you know what all the sites are talking about, we'll have a look at a few choice ones. We've chosen a couple of companies and a couple of clubs just to give you the idea but if it's a particular movie or comic you're interested in try doing a search for that title.



STREAMLINE PICTURES

Streamline Pictures, the people responsible for the 3x3 Eyes series of OVAs, are one of the recent additions to the World Wide Web. You'll find them at <http://www.insv.com/streamline/> and their site has a really nice polished look to it. Although a lot of their work has quite adult themes to it, you'll find loads of quite varied information here including plenty of images from the classic movies to download. There's a small gallery and areas that tell you all about the other merchandise they produce like games and models.



KISEKI ANIME AUSTRALIA

BPS Videos, responsible for the distribution of Kiseki titles across Australia, also have a really nice looking Home Page packed with information and release dates for a whole host of their titles, both old and new. There's a coming attractions area too so you can check out what's in the pipeline and there's even news about the latest edition of their fanzine.

The Art Gallery's not bad and once you've cast your eyes over the catalogue you can even order titles over the Net. Make sure you check with the olds before typing in their credit card numbers though! If you're interested in Kiseki's site then you'll find them at <http://hedgehog.highway1.com.au/~kiseki/>.

CANBERRA ANIME SOCIETY

Many of Australia's regional Anime clubs and societies have their own pages on the net and Canberra's is no exception.

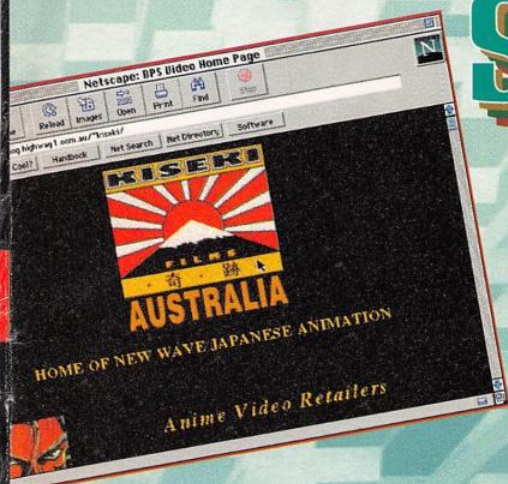
It contains all the information you'd want to know about the society's latest screenings including times and venues and a brief synopsis of each film on show. Check out the Anime Action pages (58/59) for full club details or find the Home Page at <http://www.spirit.com.au/~blb/cas.html>.

JAPANESE ANIMATION FANS OF WESTERN AUSTRALIA (JAFWA)

JAFWA have one of the biggest web pages of any of the Australian based fan organisations. Although, like the CAS page, it's not all that visually appealing there's still plenty of information to be had.

Again like the CAS page, you'll find details of forthcoming screenings and events but as well as this there are

site of the month



other areas worth exploring. The penpal section is a neat idea as most of them are overseas and exchanging ideas with foreign fans is always interesting. You can also check out Australian video release schedules. As this list is assembled by JAFWA themselves and not a company, you get an overview of everything that's available and not just the stuff from one distributor.

Again you can get club details from our Anime Action pages but if you want to look at their on-line info then check them out at <http://www.iinet.net.au/~gmb/jafwa.html>.

worth a look

Here are a few more Anime and Manga sites that might be worth a visit.

Paradigm Japanese Animation:
<http://www.netusa.com/paradigm.html>
Hangar 18:

<http://www.execpc.com/~fegrphx/>

Anime Access:

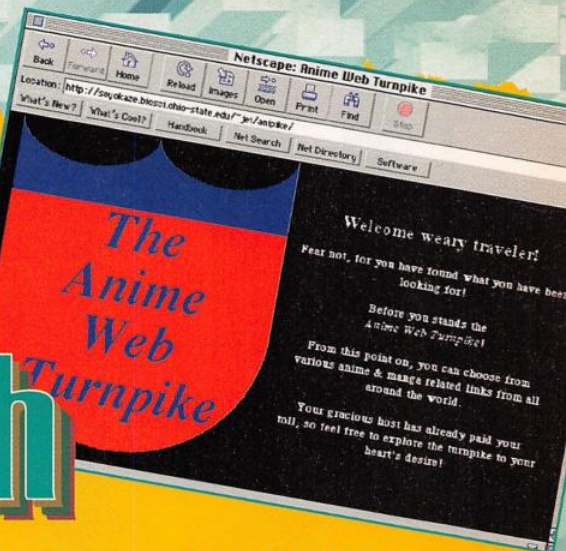
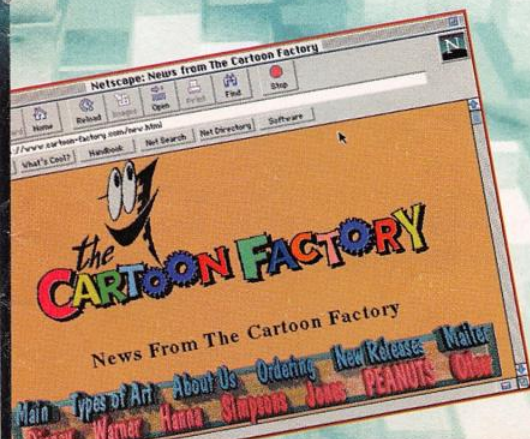
<http://www.panix.com/~snowdog/>

The Cartoon Factory:

<http://www.cartoon-factory.com/new.html>

The 'Venice' ftp site:

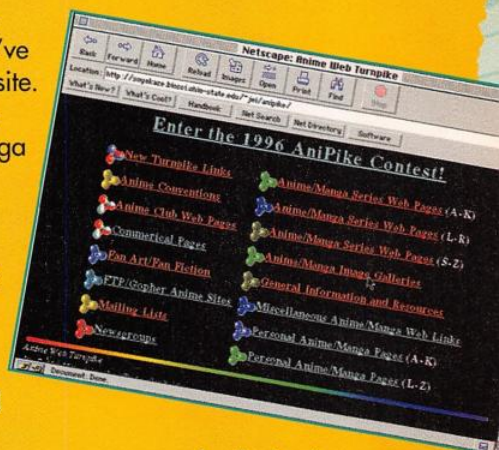
<ftp.tcp.com/pub/anime/manga>



<http://soyokaze.biosci.ohio-state.edu/~jei/anipike/>

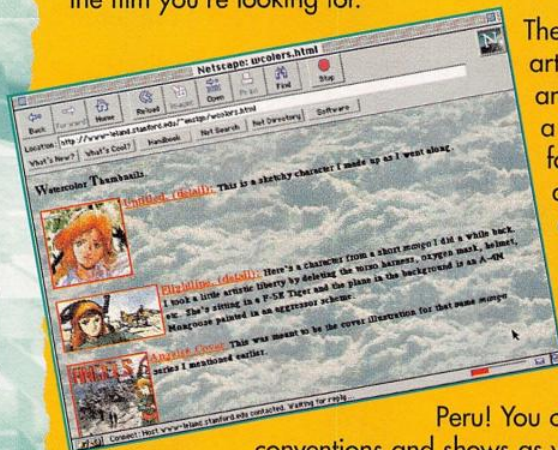
This month's Site Of The Month is the Anime Web Turnpike. Although it has a US bias we've chosen it because it's such a comprehensive site. It serves as a great starting point for anyone venturing into cyberspace for Anime or Manga info for the first time.

When you come to the title page you'll realise just how much varied and detailed information has been compiled here. There's information about almost any Anime creation you'd want to explore, all listed alphabetically so you don't need to trawl through long lists of files or addresses to find the film you're looking for.



There are areas specifically for fan artwork and fan fiction too. These aren't just links to a few drawings and a couple of stories – there's a long list for each subject that can link you to any one of hundreds of other sites containing such material.

There are lists of links to other Anime Web sites as well as contacts for loads of clubs. Most of these are US based, but there are links all over the world from Sweden to



Peru! You can get news on all the latest conventions and shows as well so if you're going on holiday somewhere next summer check this area out and see if there'll be any events happening there while you're away.

Although there's an incredible amount of information here already, the organisers welcome input from the fans so if there's a good site you've found that's not listed here then email them and let them know!

One of the good things about this site is that it's compiled by Anime fans and not a company, so you get information about all sorts of stuff and not just one distributor's films. The links are almost limitless so log on here and start exploring!

coming soon

OPEN WIDE!

Next month's SPIDER's web will take a diversion into food sites to see what's cooking even if we can't taste it. Seaweed, junk food, brewing... it's all there on the World Wide Wok!

ACM

ADVANCED COMPUTER MODELLING

The incredible 3-D graphics created by Rare for *Donkey Kong Country* stunned the world a couple of years back, but that was just the beginning. They followed these up with two more Nintendo titles whose graphic effects surpassed DKC and everything else on the market. *Killer Instinct* and *Donkey Kong Country 2: Diddy's Kong Quest* have set the standard for what is to come. The techniques used to create these amazing effects are known as Advanced Computer Modelling or ACM. These games may look like magic on the tube, but behind the screen you'll find some visionary programmers and the most advanced game development studio in the world.

defining work

So what has ACM got that 'normal' games graphics haven't? Tim Stamper, Managing Director of Rare and leading light behind their games development defines it as the use of rendered 3-D graphics for each and every element in a game. ACM may be snappily summed up, but the process of developing games using ACM didn't come as easily.

Tim, his brother Chris, and the team members at Rare began experimenting with new graphics techniques about five years ago. Many people wondered at the time what Rare were up to. One of the most prolific developers for the NES had suddenly become very quiet, and in a two year period their only notable Super NES product was *Battletoads In Battlemaniacs*. Tim admits now that he was looking beyond 16-bit platforms. He wanted Rare to lead the way toward more advanced games. At the time, no one thought that a 16-bit machine could deliver the sort of performance required by advanced 3-D graphics.

The Rare team began studying 3-D visualization tools for Apple Macintosh computers back in 1991. Many of the graphics packages gave good results, but nothing as spectacular as what Rare had in mind. According to Tim, "It wasn't until we got our first Silicon Graphics workstation with Alias software that we fully realized what could be created with this type of computer power. We then began transferring some of our early 3-D images into the products, although at this stage you would only see the odd graphic that was rendered as opposed to DKC and KI where everything in there has been rendered. It took about another year's research and development before we were able to squeeze all of the memory-intensive 3-D rendered visuals into one product — *Donkey Kong Country*."

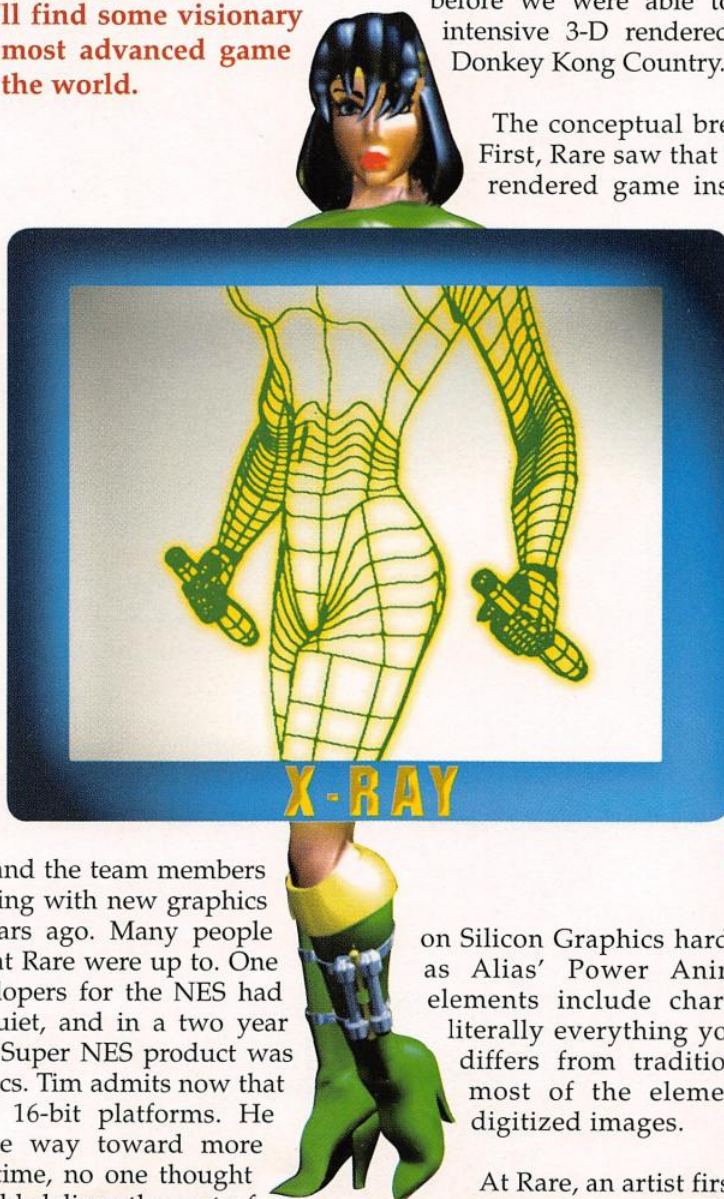
The conceptual breakthrough came in two areas. First, Rare saw that it was possible to create a fully rendered game instead of just using a few 3-D

objects. The programmers later realised that the fully rendered Silicon Graphics images still looked great on lesser computer systems as well as on mass market video game systems like the Super NES and even the Game Boy. In fact, the Super NES has enough power and special effects capabilities that have proven it to be an excellent platform for Rare's advanced game environments.

getting wired

The ACM technique begins with artists modelling game elements on Silicon Graphics hardware using 3-D software such as Alias' Power Animator™. The photo-realistic elements include characters, backgrounds, objects, literally everything you see in the game world. This differs from traditional game graphics in which most of the elements appear as 2-D paint or digitized images.

At Rare, an artist first creates a sketch of a character on paper. Once the artist and game designer agree on the appearance, it goes to the 3-D artist who creates a



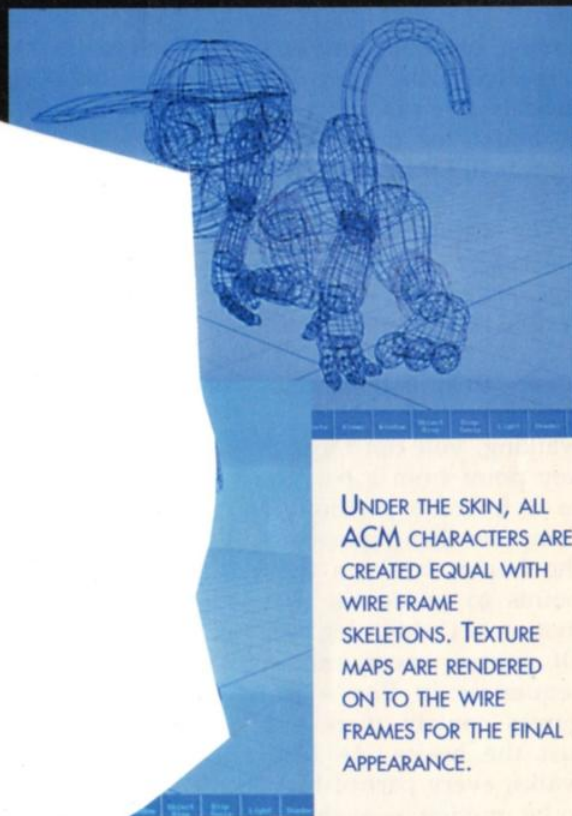


wire frame model of the character. General Indigo 2 workstation at this point. Although the series is at the lower end of the Silicon Graphics computers, it's still more powerful than notch PCs and Macs. The wire frame model can be moved or have parts repositioned to create the initial frames of an animation. The next step is to send the wire frame images to a series of animation files to more powerful computers such as the Challenge L where the images are rendered with realistic looking surface textures. The light sources into a final, apparent 3-D image.

rendered?

If you've been reading NMS over recent months you'll have heard us talk a lot about fully rendered computer games. So what does "rendered" mean? It basically means that the computer builds up, or renders, the final image from pieces specified by the artist. Beginning with a wire frame, the artist will specify a texture that overlays the skeleton of wire. Think of this as the skin. The surface may be as simple as a single colour smooth texture map or as complex as the waving hair on Diddy Kong in DKC2. (In fact, Diddy and Dixie's hair is much more involved than you might imagine. The movement of individual hairs is calculated by a function of PowerAnimator that mimics what happens when a force like moving air acts on particles.)

Next, the artist may want to create a light source that shines on the object, or many light sources, or shadows. One technique for creating these lighting effects is called ray-tracing. The computer traces a line from an object to a specified light source, altering the textured surfaces it encounters along the way so that they are properly lit or shadowed. Animated sequences can also be rendered



UNDER THE SKIN, ALL ACM CHARACTERS ARE CREATED EQUAL WITH WIRE FRAME SKELETONS. TEXTURE MAPS ARE RENDERED ON TO THE WIRE FRAMES FOR THE FINAL APPEARANCE.

frame by frame. The complexity of this rendering task requires the use of very sophisticated and very fast computers like those in the Challenge family from Silicon Graphics. A series of frames that might take 25 minutes to render on an Indigo 2 workstation would take only five minutes on a Challenge XL.

beauty isn't just skin deep!

The illusion of 3-D that you see with ACM characters is only complete once they are animated, because that's when you see them from different angles, just as you would see a real person moving and turning in front of you. Rare has used two methods to create animation for its ACM games. For DKC, the process began with a trip to the zoo where the game designers and artists studied the movements of gorillas,



rhinos, ostriches and so forth. Back at the studio, they recreated what they'd seen using the wire frame models. (We can only guess where they found a model for the flying pigs that appear in DKL!)

The animation frames are created by moving the limbs of the wire frame model to certain key points in relation to a particular activity. If you want to create frames of animation showing Diddy walking, you can move the key point from a backward to a forward position. The computer then figures out all the frames between the key points to create the smooth motion of Diddy's leg moving. Of course, most animation sequences in Rare's ACM games contain more than just the basics. As Diddy walks, every part of him seems to be moving — eyebrows lift, tail bobs and arms swing.

Once the motion has been set, the artist lets the computer take over and render the frames. At this level of animation, there will be more frames than can be squeezed into the memory of a SNES Game Pak. According to Tim Stamper, reducing the number of animation frames so they don't eat up too much game memory while maintaining the smooth motion has been the most difficult part of creating SNES ACM games.

The second method for creating lifelike animation, and the method that was used to create *Killer Instinct*, is a more sophisticated technique called motion capture. This involves dressing an actor in a special suit containing sensors that link to an SGI workstation. The wire frame model is loaded into the computer and whatever physical activity is performed by the actor is then mimicked by the wire frame. In this way, you can recreate completely realistic movements.

colour me

Another challenge is the colour palette. The images created by the system use up to 16.8 million colours, but the screen can only display only 256 colours at a time. The images contain even fewer colours, but when trying to pack 16.8 million colours into only 256, it's not quite as simple as it sounds. The researchers used a proprietary method to select the most useful 256 colours, a relatively few. The result is a palette with enough subtlety to be effective, but not so much which in turn helps

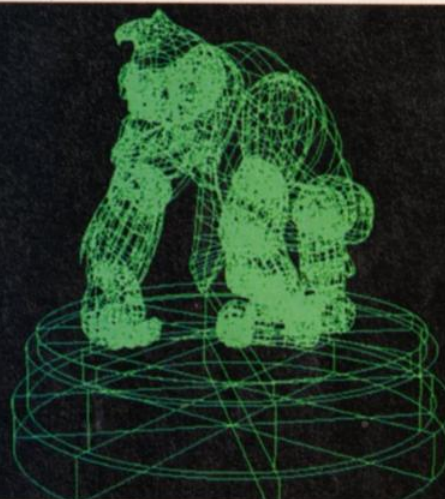
what no

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Paks and the team said. "On the other hand, there will always be superior methods of compression that will come along to supersede current software. This will allow us to squeeze even better visuals, audio and game play on to a SNES game. Killer Instinct on the Super NES was a great example of this."

a step beyond

All of these techniques aren't just being used for SNES games of course. ACM is the backbone of Nintendo 64 development as well, but on an even more impressive scale. Tim tamper sees the N64 representing the future of video gaming. In fact, all of the special editing tools that were developed for creating 16-bit ACM games have been enhanced for the 64-bit console. "We think it's going to be the world's number one home video game system," he says. If that proves to be true, then Rare and its eye-popping ACM games will be a big part of the reason. In the end, it isn't just how great the hardware is, but how great the games look and play.



KILLER INSTINCT 2

LICENCE TO KILL!

Just as you finally figured out Fulgore's 90+ hit combo, the guys at Rare are ready to frustrate you again with Killer Instinct 2. Though it may be a while before there's a home conversion, we've managed to get ourselves an advance look at the arcade version, and it looks all set to be one of the biggest coin gobblers since Nick Leeson! So, as the goodies arrived at the office, Alan leapt over his desk in a single bound and cut down Skull, heel-squashed Steve and combo'd Will into the filing cabinets, just to write this feature!

THE KILLING FIELDS!

As far as fighting games go, Rare's Killer Instinct trounced the opposition first by offering the combo's and game playing skills associated with Street Fighter, then combining them with some visually stunning graphics. Add to this the attitude and finishing moves of Mortal Kombat and they were on to a surefire winner! The question is, as we've asked of Rare so many times, can they do any better? And, as usual, they go and completely eclipse everything they've done before!

VIEW TO A KILL!

In the original KI, the entire game was based on a huge battle between two Warlords in the ancient past. All the greatest warriors and wizards of the age were called upon to banish the warring duo to an eternity of Limbo. But a mere 2000 years later Ultratech, the company responsible for the tournament, developed a machine capable of dragging one of the Warlords, Eyedol, from his eternal sleep to set him up as the Killer Instinct champion. Despite the millions the company poured into creating fighting machines, they were all lost in the tournament. Spinal was destroyed by big Chief Thunder, who then left to hunt buffalo, smoke his peace pipe, and do whatever Red Indian stereotypes do. Cinder was extinguished by the escaping alien Glacius, Riptor received a fatal clip round the ear courtesy of ex-Heavyweight champ Combo, and Fulgore's fighting career was cut short by Jago.

KILLER QUEEN!

It all went horribly wrong for Ultratech as agent B.Orchid handed out the fatal blows to Eyedol. Limbo opened up again to reclaim the two headed monster, allowing Eyedol's rival, Gargus his chance for freedom. The workers at Ultratech HQ tried to send the monster back, but failed miserably. Consequently all the surviving fighters, Gargus and the whole Ultratech building disappeared into a massive time-flux.

Oh well, here we go again...

FULGORE

ROGUES GALLERY

Here we introduce you to the rogues gallery that makes up Killer Instinct 2. You'll recognise some old favourites as well as a few new faces and of course there's Gargus the all-new bad boss. Get to know these guys well, you'll have a tough job bringing them to their knees!



JAGO

The classic ninja returns to the fray after being betrayed by the Tiger Spirit. That's the least of his worries though, as he now has the advanced version of Fulgore on his back! But at least he's got his trusty laser sword and wealth of killer moves to see him through.



SPINAL

Though he was beaten by Thunder in the first tournament, a younger Spinal still exists in the past, and has been woken from his eternal rest by Gargus, the Tiger Spirit. Something which has left the ancient warrior as mad as Max! All this for a bit of peace and quiet.



SABREWULF

The beast is back, and meaner than ever! After being beaten early in the first tournament by B.Orchid, Sabrewulf is driven mad by the repairs Ultratech have given him – a pair of Edward Scissorhand arms to be precise. God help Orchid when he gets hold of her!



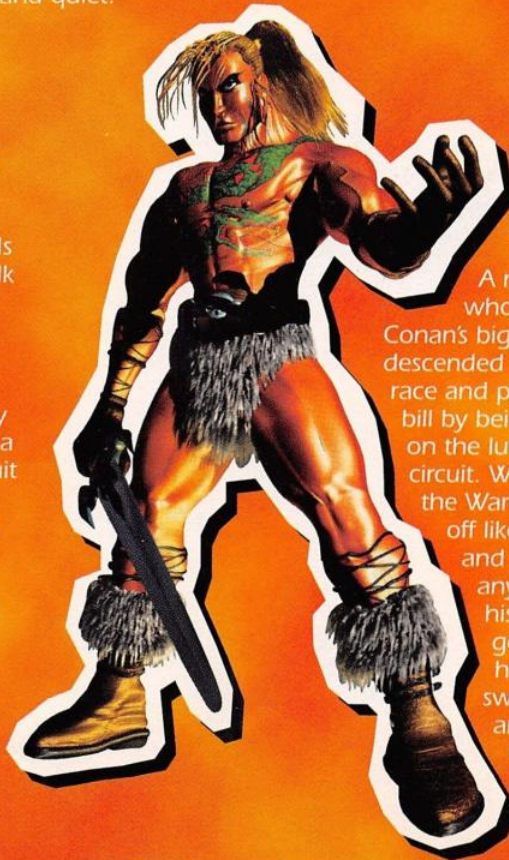
TUSK

A new character who looks like Conan's big brother, Tusk is descended from a warrior race and pays the electric bill by being a champion on the lucrative gladiator circuit. When he hears of the Warlord's return, he's off like a shot in pursuit and woe betide anyone who gets in his way! Like all good Barbarians, he's got a big sword, long hair and a liking for furry underwear.



MAYA

This queen of the Amazon earned respect from her tribe for her part in banishing the two Warlords to Limbo. Fickle as tribe folk are, she's now banished from her people until Gargus is destroyed. Maya has superb speed, some deadly special moves and a tight leopard skin suit that can distract opponents if they don't keep their eyes to themselves! Put a coat round her, someone...





FULGORE Mk. II

Even though the original soldier was beaten by Jago in the first tournament, Ultratech were in the process of creating an even more advanced version before the chaos began. Barely completed, the cyborg's only commands are to find Jago and kill him. Ooer.



GARGUS

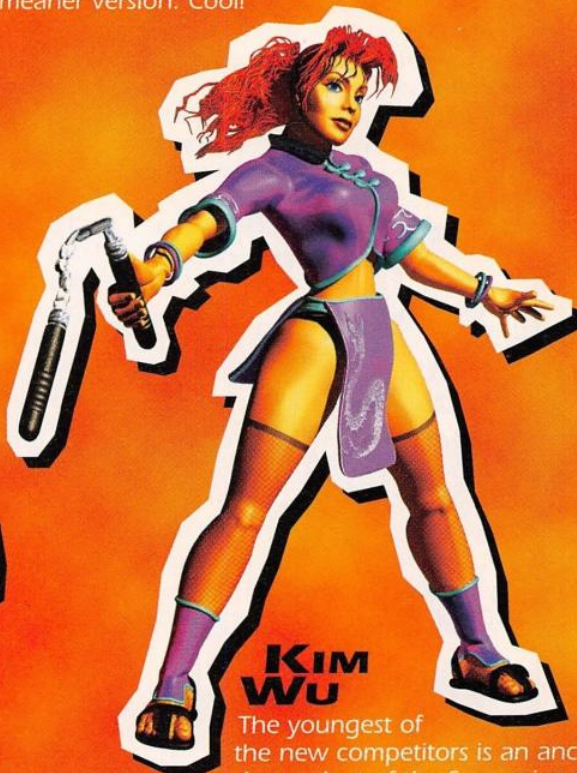
He is the Ultimate Servant of Chaos. He is The Tiger Spirit. He is the Supreme Warlord. He's a gargoyle of many guises and with Eyedol out of the way and after a rapid return to strength after 2000 years in exile he's taken his place at the head of all things brutal. The rest are girl guides compared to him!

GLACIUS

The ice man cometh again! Glacius was searching for a scout party when he became imprisoned by Gargus and his cronies. This is the being that the original Glacius was sent to look for. He retains most of his previous moves, but is generally a leaner, meaner version. Cool!

TJ COMBO

Combo decides that the gloves have to come off, revealing the secret behind his awesome power. After hammering Riptor in the first tournament, the one-eyed warrior was actually looting Ultratech HQ when the chaos started. His moves are essentially the same as before, but his boots are new.



KIM WU

The youngest of the new competitors is an ancient descendant of the Samurai race of warriors, and has been trained in the art of fighting since a child. Kim's fast, agile and particularly deadly with a pair of nunchuka sticks. The fact that she looks like Janet Jackson has nothing to do with her popularity. Honest.

B. ORCHID

This most secret of secret agents is back after reigning supreme over the Warlord Eyedol. It's suspected that she's really working for a government force and trying to overthrow and expose Ultratech's evil plans. Who knows? What we do know though is that she means business and that she looks great in green!

As well as these top fighters, K12 has a staggering array of interactive backgrounds, special sound and graphics effects and more new gameplay moves than you can shake a cyborg at! Watch out next month for our complete rundown of all the new moves and features.



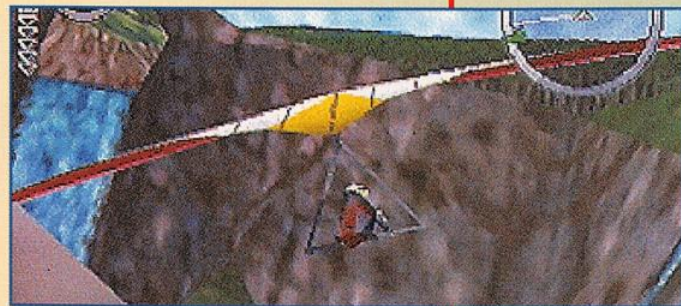
Pilotwings 64

Nintendo have called on the services of Paradigm Simulation to construct Pilotwings 64. Specialists in military computer simulations, Paradigm are well equipped to complete a game of this detail but they're also joined by Shigeru Miyamoto of Nintendo, the man responsible for the original SNES version of Pilotwings.

This original version was one of the first games released for the SNES and it proved a good indicator of the 16-bit machine's potential. The N64 version seems set to do the same thing with incredible graphics and gameplay possibilities. This greater detail is obvious right from the start. You can choose from a huge array of craft including gyrocopters, hang-gliders and jetpacks but as well as this you can choose to play as one of six characters who each have distinctive flying habits and abilities. With Paradigm's expertise involved, it's claimed that each craft's actions and movements mimic its real-life counterpart exactly.

The greater realism isn't just confined to the aircraft and the pilots. The play areas and mission scenarios are much more detailed as well. Gone are the target balloons to guide you on your way, now you'll have detailed landscapes to follow like a trip through the Grand Canyon or past Mount Rushmore (look out for the extra face here!).

Also, changing weather conditions mean that a thermal can suddenly appear on a mountainside if you fly over it enough. Put all these features together with some of the smoothest movement and rendering ever seen and you've got what's set to be one of the sure-fire winners when the N64 is finally released.



GAME DATA

- GAME: PILOTWINGS 64
- BY: PARADIGM/NINTENDO
- GAME TYPE: FLIGHT SIM
- PLAYERS: TBA



The Legend of Zelda 64

Although still some way from completion, The Legend of Zelda 64 impressed everyone who saw the completed animated footage in action last year at Shoshinkai. Even though there was a mere ten seconds of action on show, visitors saw a sequence featuring Link doing battle with a knight in shining armour.



The man behind the previous Zelda incarnations, Nintendo's own Shigeru Miyamoto (again), will take over the reins of production shortly after Mario 64 is completed and will be joined by Takashi Tezuka who created Yoshi's Island.

It's planned that Zelda 64 will be one of the first games released to take advantage of the disk based 64DD system next year. At this stage, Nintendo are reluctant to comment on exactly how the 64DD capabilities will be utilised but they have said that we can expect the ability to fully customise the games and have multiple save options.

The Zelda games have been one of the most popular and enduring RPG series ever seen and it seems that The Legend of Zelda 64 will do much to enhance this reputation.

GAME DATA

- GAME: THE LEGEND OF ZELDA 64
- BY: NINTENDO
- GAME TYPE: ACTION/ADVENTURE
- PLAYERS: TBA

Super Mario Kart 64R

The original Super Mario Kart title for the SNES is, according to Nintendo, one of the best selling 16-bit carts of all time, so it comes as no surprise to learn that development is well under way for a 64-bit version.

One of the most striking features of the game is set to be the detailed four player mode. As the N64 console comes with four controller ports there's no need for messy cable adapters in order to get the best from the game. The split screen offers each player their own clear view of the action while the Control Stick gives unparalleled precision of control.

As we'll come to expect with many N64 games, the controller's yellow buttons will switch the game view between first person perspective and many 'track-side' cameras giving greater variety to the gameplay.



You'll get to choose from eight Mario World drivers to control: Mario, Luigi, Princess Daisy, Yoshi, Bowser, Toad, Wario and Magikoopa. Each will have their own strengths and weaknesses and as you explore each of the 3D tracks you'll soon work out who's best for which course. The courses themselves are much improved on the SNES version of the game and come complete with bumps, slopes, walls and even some Nintendo advertising hoardings!

Originally Nintendo planned to release SMK 64R for June, some six weeks after the console itself, but as the console release is now delayed we can probably expect it at the end of the year. We think it'll definitely be worth the wait though!



GAME DATA

- GAME: SUPER MARIO KART 64R
- BY: NINTENDO
- GAME TYPE: RACING
- PLAYERS: 1-4

**NINTENDO 64****PREVIEW**

Wave Race

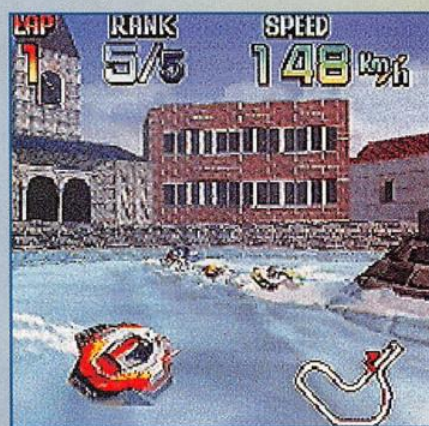
The original Wave Race was a Game Boy pak but don't think this will be reflected in the N64 version – Wave Race is set to be a fast and colourful hit. Currently being programmed by EAD, Nintendo's in-house development team in Japan, the man in charge is once again Shigeru Miyamoto. Greedy or what?

This super-fast racing game puts you in the hot-seat as you control a range of futuristic speedboats. You'll power through a huge variety of courses consisting of rivers, underground pipes and canals and Nintendo are even promising a four-player option similar to Super Mario Kart 64R.

Another feature planned for the game is a morphing capability. Nintendo are maintaining a strict silence on this but it seems that as you progress round each track, you'll be able to change the shape of your craft to maximise maneuverability and aerodynamics.

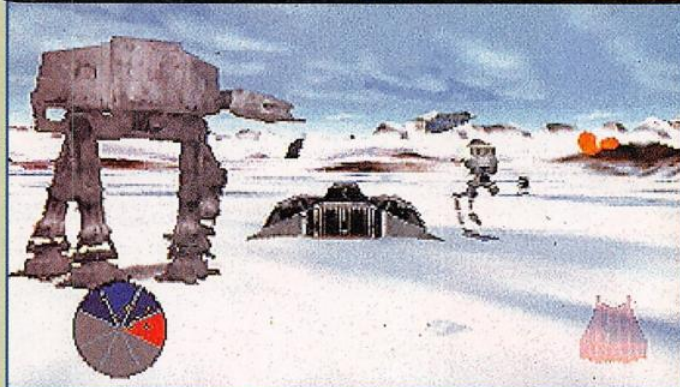
Once again, the N64's adjustable camera angles will be used and you'll be able to change the whole feel of the game simply by adjusting the view. As well as this there'll be the usual staggering amount of detail including water lapping at the edge of tracks and the ability to see to the bottom of a course as the water distorts the view.

As with most of the titles featured here, an exact release date is unclear but it is expected that Wave Race will be one of the first new titles to appear.



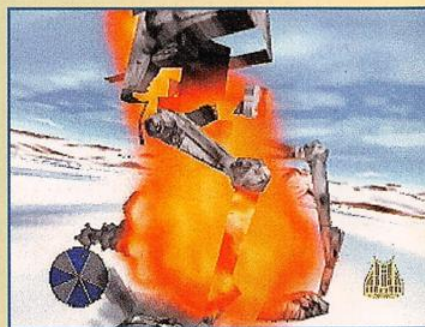
GAME DATA

- GAME: WAVE RACE
- BY: NINTENDO
- GAME TYPE: RACING
- PLAYERS: 1-4



Shadows of the Empire

LucasArts, the supremos of science fiction adventure, are working hard on an all-new Star Wars story exclusively for the N64. To be published by Nintendo, Shadows of the Empire looks set to be one of the most impressive and exciting adventure games ever produced and will include four distinct types of gameplay split into two modes: arcade and campaign.



The only section on show so far is the snowspeeder battle (shown here) and this forms part of the arcade mode. The incredibly well detailed views show you piloting a snowspeeder against Imperial AT-ATs and Scout Walkers over the ice planet Hoth. It's a great action sequence but it appears that LucasArts have included more than just action in this new title.

There'll be a detailed storyline, set some time between The Empire Strikes Back and Return of the Jedi, that will see the player trying to infiltrate and collapse an Imperial organised crime setup and an as yet unconfirmed report says that some sections of the game will be similar to the hit PC adventure title Dark Forces. Many characters from the films will also be present, including Darth Vader, Jabba the Hutt, Bobba Fett and the Emperor himself.

If the previous efforts of LucasArts are anything to go by, this is going to be a hugely popular release and the marketing wizards are already planning a huge new range of Star Wars merchandise to coincide with its release!



Body Harvest

Scottish-based DMA Design are responsible for this new bloodthirsty game currently in development for the N64. More famous for their work on the excellent Lemmings and equally appealing Uniracers, DMA have long had a reputation for innovative and imaginative titles. This looks like no exception.

The basic plot is the old standard of aliens invading Earth and going on a hunt for human flesh to snack on! As they harvest the planet it's your job to try and stop them and to do so you'll employ a variety of vehicles and weapons. In fact it's here that Body Harvest comes into its own, fully utilising the 3D power of the N64.

You'll travel through great rendered backgrounds in any one of up to 80 vehicles ranging from hovercraft and trucks to aircraft and tanks. Each machine will have different weaponry and handling details which is sure to make the game incredibly varied. No release date yet but as soon as it's available you'd better join the Defence Force and get out there!



GAME DATA

- GAME: BODY HARVEST
- BY: DMA DESIGN
- GAME TYPE: SHOOT 'EM UP
- PLAYERS: TBA

GAME DATA

- GAME: SHADOWS OF THE EMPIRE
- BY: LUCASARTS
- GAME TYPE: ACTION/ADVENTURE
- PLAYERS: TBA



Buggie Boogie

Angel Studios, perhaps better known for their movie work (they created the stunning visual effects in *The Lawnmower Man*) have joined forces with Nintendo to branch out into the world of video games. Buggie Boogie is their first venture and if it's as impressive as it looks it certainly won't be their last.

You'll start each game with a basic buggie but you'll have the chance to customise and swap parts over as you progress. Because every player will choose to add on different weapons and features, each game will be completely different!

The game play areas themselves are as spectacular as you'd expect from the N64 and with the option of adjustable camera views (as in many of the new games) the game has a really polished appearance. Each arena has an enormous range of levels and ramps to explore and in some areas resembles some of the VR games on view at the arcades. As you move through each area you'll also have tornadoes and anti-gravity bursts to contend with so this seems like it could be quite a taxing game.

In two-player competition mode there'll also be a split screen capability. The unusual thing about this is that when the two players are close to each other, the split screen merges into one to show both buggies.

Angel Studios may be the new kid on the video games block but with this and their planned Ken Griffey Jr Baseball sim (also for the N64) they certainly mean business!



Star Fox 64

Star Fox (or StarWing as it was known outside America and Japan) was the first SNES title to utilise the then revolutionary Super FX chip, enabling it to create 3D shifting polygons and movement never before seen on the 16-bit machine. In fact it was said that this game was Shigeru Miyamoto's inspiration for creating Super Mario 64 so its sequel has got a lot to live up to.



Although Star Fox impressed us all when it was first released, when you look at its 64-bit successor you'll be amazed at what's now possible. Fully mapped and textured polygons have superseded the original images which now look quite rough and jumpy in comparison and the gameplay itself is real edge-of-the-seat stuff.

The storyline, such as it is, is pretty much the same as before with old Fox McCloud storming through the galaxy in his Arwing blasting anything that gets in his way! The additional control improvements gained by using the Control Stick are invaluable and this is as fast and frantic a space action game as you're likely to encounter.

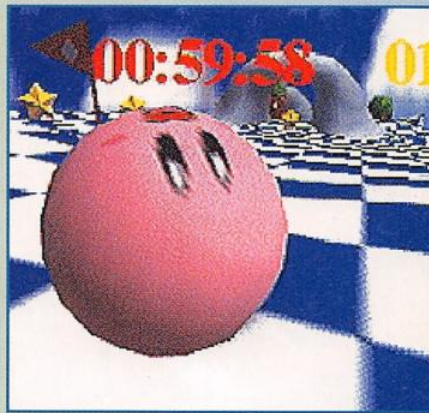
Kirby Bowl 64

Developed by HAL Laboratory Inc, Kirby Bowl 64 is another of the games currently in development for the N64 that takes a classic Nintendo character and puts him into a whole new 3D environment. There was originally speculation that Nintendo was planning on unveiling a whole new generation of characters for the 64-bit machine and abandoning its old favourites but with the emergence of Mario, Zelda and now Kirby on the N64 it seems these rumours were unfounded.

Kirby Bowl 64 is a sort of wacky sporting challenge with levels that include guiding Kirby down an undulating track (inspired by Kirby's Dream Course) on a snowboard of all things! The control is, like many of the new games, simply astounding as even the smallest of movements on the Control Stick can result in some spectacular stunts by our sunburnt friend.

Another section of the game pits you against up to three other players in a huge bowl-like arena. The surface of this area is shifting and moving all the time and as you try to maintain control, you're also battling with the other players to try and knock them out of play. Once again, the movement here is spectacular and you'll find that you'll have complete 360° control.

Some sections of this game don't seem especially hard at first glance but what they lack in difficulty they more than make up for in fast and furious fun!



GAME DATA

- GAME: BUGGIE BOOGIE
- BY: ANGEL STUDIOS/NINTENDO
- GAME TYPE: ACTION/SHOOT 'EM UP
- PLAYERS: 1-2

GAME DATA

- GAME: STAR FOX 64
- BY: NINTENDO
- GAME TYPE: FLYING SHOOT 'EM UP
- PLAYERS: TBA

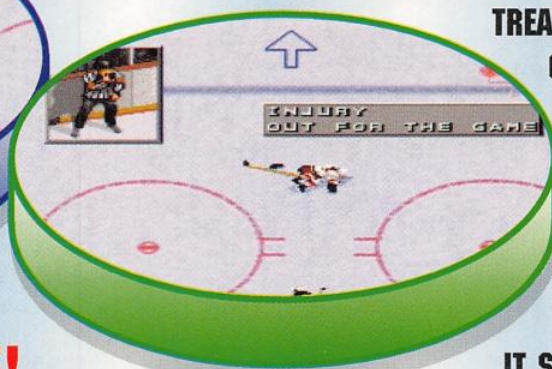
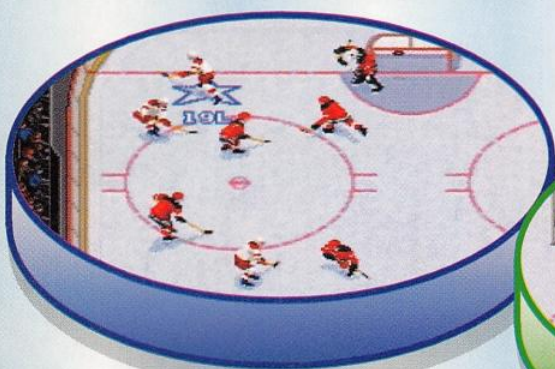
GAME DATA

- GAME: KIRBY BOWL 64
- BY: HAL LABORATORY, INC.
- GAME TYPE: FANTASY SPORT
- PLAYERS: 1-4

NHL '96

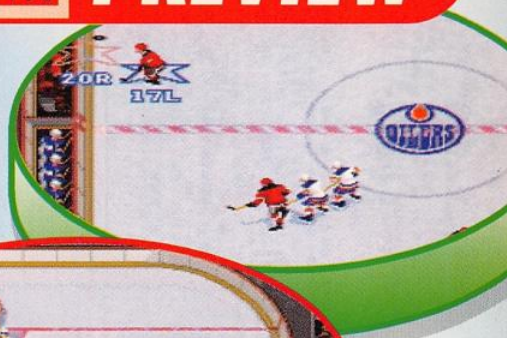
THE PUCK STOPS HERE!

THIS LOOKS LIKE ANOTHER EA SPORTS MONSTER! THEY'VE RELEASED YET ANOTHER SPORTS SIM THAT'S BIGGER, BETTER, FASTER AND MORE FURIOUS THAN ANY PREVIOUS INCARNATIONS. NHL '96 FOR THE SNES IS THE ULTIMATE IN ICE HOCKEY SIMULATIONS AND INCLUDES A RANGE OF NEW FEATURES AND ENHANCEMENTS.



ON THE OFFENSIVE!

THERE'S A HEAP OF NEW MOVES AND WAYS TO SCORE INCLUDING DROP PASSES, QUICK STOPS AND FAKE SHOTS. THERE'S EVEN THE WICKED SPIN-O-RAMA MOVE! THE SKATING MOVEMENTS ARE MUCH QUICKER AND MORE ACCURATE THAN BEFORE BUT YOU'D BETTER WATCH YOUR STEP BECAUSE THERE'S ALSO THE ADDITION OF A FIVE MINUTE STAY IN THE PENALTY BOX FOR MAJOR ON-ICE OFFENSES!



ICE WORK IF YOU CAN GET IT!

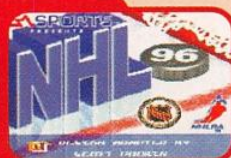
CROWD CHANTS, REALISTIC PUBLIC ADDRESS ANNOUNCEMENTS AND ROCK MUSIC IN THE ARENAS ADD TO THE REALISM OF THE GAME. IF YOU MAKE YOUR WAY THROUGH THE TOURNAMENT TO WIN THE STANLEY CUP YOU'LL EVEN GET THE REAL RED-CARPET TREATMENT FOR THE AWARD CEREMONY!

GET YOUR SKATES ON!

IT SEEMS THAT EA SPORTS JUST CAN'T GO WRONG THESE DAYS. THEY DON'T SEEM TO FALL INTO THE SEQUEL TRAP OF REPACKAGING LAST YEAR'S TITLE WITH A NEW INSTRUCTION MANUAL AND ONE NEW FEATURE. THEIR ANNUAL SPORTS SIMS ARE ALWAYS COMPLETELY REVAMPED AND UPDATED TITLES THAT INCLUDE ALL THE AVAILABLE STATS AND GAMEPLAY POSSIBILITIES. LOOK OUT FOR A FULL REVIEW SOON.

GAME DATA

- GAME: NHL '96
- BY: EA SPORTS
- RELEASE: TBA
- GAME TYPE: SPORTS SIM
- PLAYERS: 1 OR 2



BREATH OF FIRE II

Picture the scene

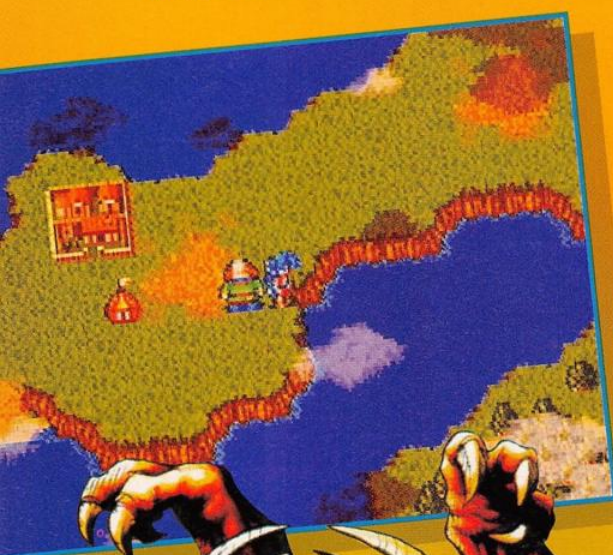
Someone somewhere is hiding away in a darkened room putting the final touches to Capcom's latest RPG masterpiece, *Breath of Fire II*. The new role player weighs in at 32 Megs (the same as *Killer Instinct*) and whatever *Breath of Fire II* may lack in KI's rendered graphics, it more than makes up for in terms of gameplay.

In true RPG tradition you are the main character, playing the part of a child caught up in a strange dream world of magic spells, monsters and the usual enigmatic clues to what's going on! The aim of the game is to find and recruit a band of followers to explore the *Breath of Fire II* world. You have to do battle with various demons and monsters, as well as rescuing other characters as you continue.



Forty winks later

Our hero has taken an extended nap by the decomposing remains of a dragon. The rotting reptile selflessly gave his life battling a monster to save the village many years ago. Once you wake up, you return to the village, where no one can remember who you are. You'd better find out if your supposed childhood was just a dream, or whether you are still sleeping, trapped in an altered reality with your dead pal. Your kid sister may have the answer, but you know what they're like!



BREATH OF FIRE? I TOLD YOU NOT TO EAT THAT CHILLI.

First impressions

The game holds more animation cells than before, so you'll find the character movement is much better and small touches like shadows in the background add to the effects. All the members of your party have distinctive movements, and everyone in the village has something to say, but it's up to you to decide which information is important. When your party meets villains, it's possible to organise a battle formation to protect the physically weaker characters and let the more robust players take the strain. This way your weaker magicians can brew up some devious magic spells without the worry of being slaughtered by a giant cockroach!

There are plenty of user friendly features here, so even if you've never picked up a role player before, it shouldn't be long before you confine yourself to your bedroom to round up the characters and find the secrets of this strange land.



WHAT? AND MISS THE SHOW?

More than Evermore?

From what we've seen of the game, it's got everything a good RPG needs to be a success. For a start you actually have to find the members of your group (no easy task) as they all have vital skills which you'll need to finish the game. There are seven to find in total, ranging from Bow, a tubby dog creature who's your friend from the orphanage, to a dethroned Frog King and a feisty Cat Woman who you must defeat in a gladiatorial arena!

There's an acreage of gameplay, so much so that the people at Capcom reckon the game will take a minimum of 50 game playing hours to complete. Add to this a full range of livestock and more detailed graphics than ever before! So is it better than Secret of Evermore? Watch for a full review soon...



SUPER NINTENDO
ENTERTAINMENT SYSTEM

PREVIEW

GAME DATA

- GAME: BREATH OF FIRE II
- BY: CAPCOM
- RELEASE: TBA
- GAME TYPE: ROLE PLAYING GAME
- PLAYERS: 1



REVIEW GAME BOY



CART SPEC

- **BY:** JVC/LucasArts
- **RELEASE:** TBA
- **GAME TYPE:** Platform shoot 'em up

GAME FEATURES

- **PLAYERS:** 1
- **HEAD TO HEAD:** No
- **BATTERY BACKUP:** No
- **CONTINUES:** 3
- **OPTIONS:** Passwords, difficulty levels

GAME INFO

- **GAME ORIGIN:**
Based on the classic sci-fi film series
- **GAME DIFFICULTY:**
Easy to Medium
- **FIRST DAY SCORE:**
Destroyed Death Star on Easy level
- **ALTERNATIVES:**
Batman Forever, Waterworld, DKL

GAME CONTROL

- **RESPONSIVENESS:**
Excellent

A Jump, Super Jump

B Fire

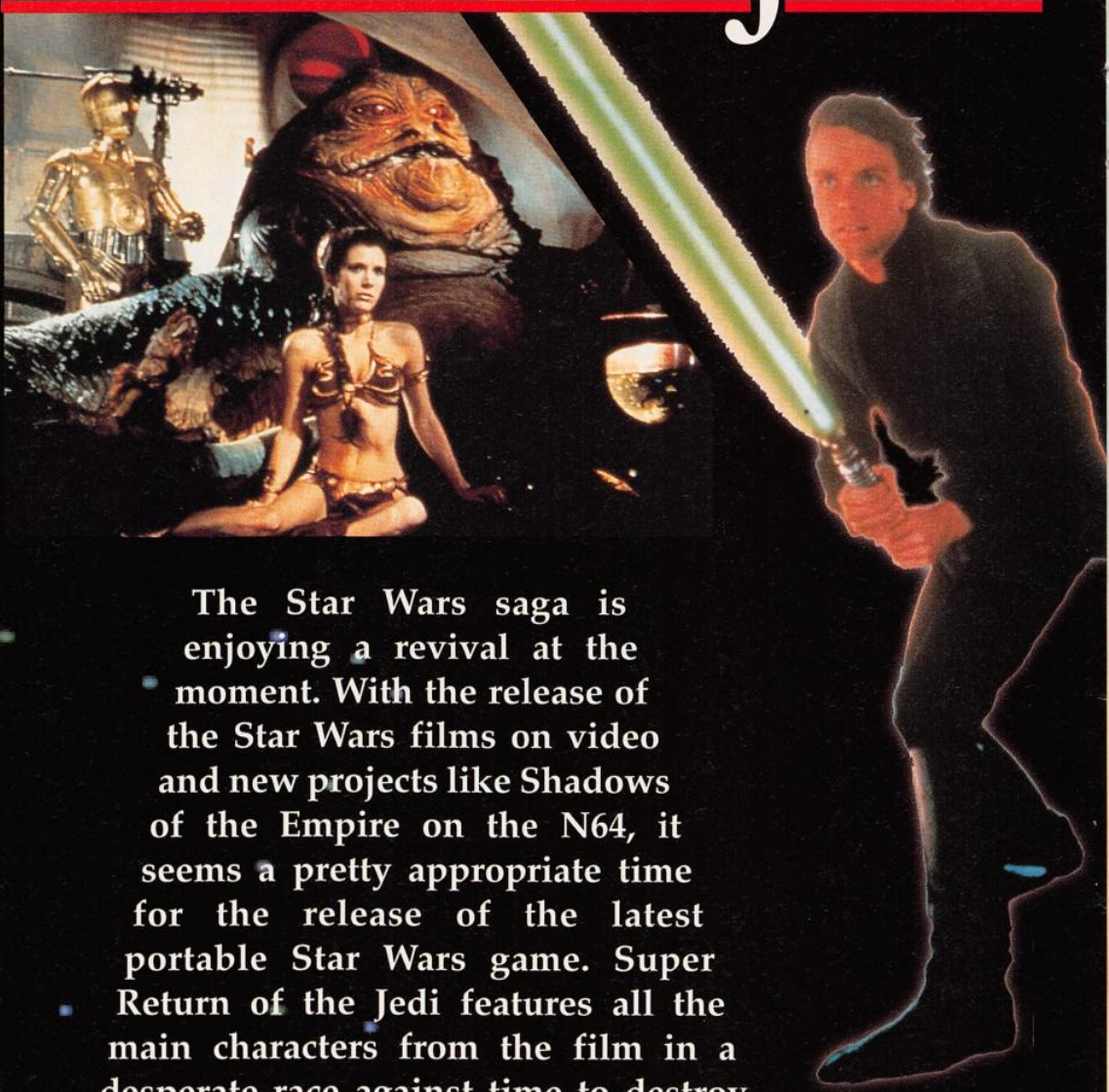
S Start: Start/pause

S Select: Nothing

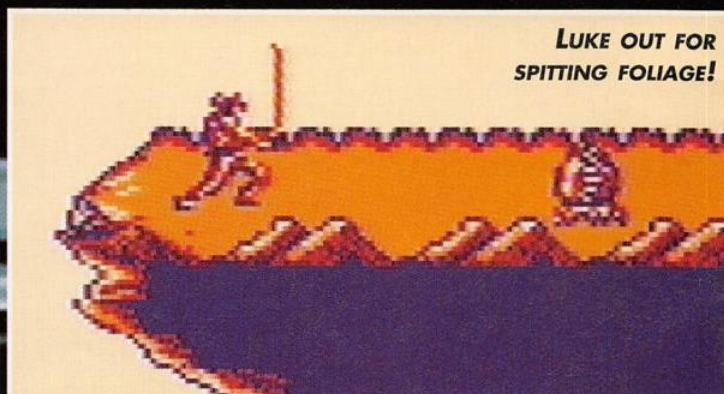
GAME CREDITS

- **DEVELOPED BY:** Black Pearl Software
- **DISTRIBUTED BY:** TBA
- **MADE IN:** USA

SUPER STAR WARS RETURN OF THE JEDI

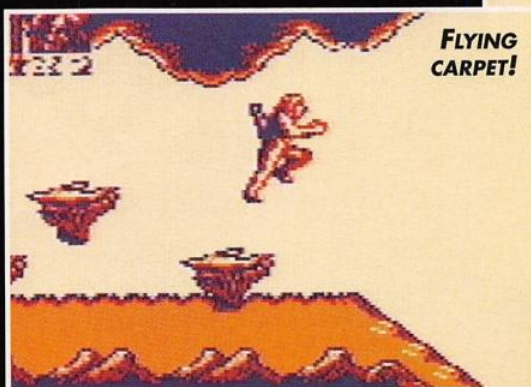
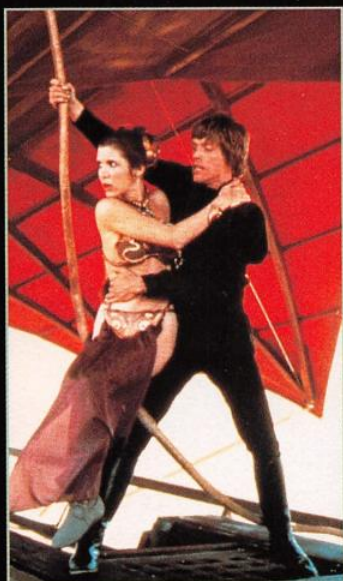


The Star Wars saga is enjoying a revival at the moment. With the release of the Star Wars films on video and new projects like Shadows of the Empire on the N64, it seems a pretty appropriate time for the release of the latest portable Star Wars game. Super Return of the Jedi features all the main characters from the film in a desperate race against time to destroy the Death Star, the Emperor's most powerful weapon.



JOIN THE ALLIANCE

At the start of the game things aren't going particularly well for Luke Skywalker's Rebel Alliance. Beaten back by the large numbers of Imperial troops, and with Han Solo opting to become a piece of artwork on Jabba the Hutt's wall, the Empire's construction of the Death Star becomes the main point on the agenda.



MISSIONS IMPROBABLE

The game's split up into four different missions, the ultimate being the destruction of the Death Star. Firstly you have to rescue Han from the clutches of Jabba the Hutt, not an easy task as you have to cross the rough terrain of Luke's home planet Tatooine, filled with vicious sand worms and some pretty hideous mutants!



HITT THE HUTT!

Jabba the Hutt may be a fat, useless slimeball but he certainly knows his stuff when it comes to booby traps. The gate to Jabba's hideout is full of giant balls that jump out from the walls and has huge boulders dropping from the ceiling. This stage seems to go on for ever, but persevere and you'll make it through to Jabba's nightclub where Han is being held. This must be the only nightclub in the world where people don't go to have a good time! Trap doors, guards and collapsing ceilings litter the joint. If you manage to rid yourself of all this unwanted attention, you'll be able to free Han from his carbonite prison, something which seriously annoys our fat friend! In fact, Jabba's so racked off he throws Luke into the dungeon where the dreaded Rancor beast is kept. It's a good thing Luke left his Lightsabre on charge all night, as the Jedi's special weapon can deflect all the monster's missiles.



APAIRATEEF

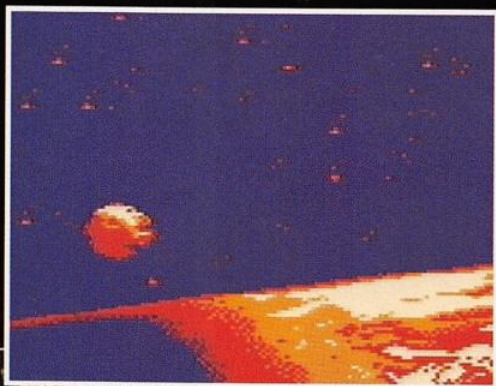
Now Jabba's almost exploding with anger, and decides to throw our heroes into the Sarlacc's pit. On the sail barge there are plenty of villains to do battle with, as well as rolling barrels and machine gun fire. This stage really tests your timing and judgment, as one wrong move means you end up as a starter for the Sarlacc!



SUPER STAR WARS **RETURN OF THE JEDI**

GET YOUR ENDOR AWAY!

The next mission takes you to the planet Endor, ruled by the Ewoks. The peace of this green and pleasant planet has been shattered by the Empire as they plan to build a shield generator to protect the Death Star from Rebel attacks. The game changes from standard platform fare to a first person bike race through the forests of Endor, as you tear about on land speeders, trying to stop the Imperial Forces from reporting your arrival.



**ASTEROIDS -
DON'T YOU
JUST HATE
'EM!**

**IN JABBA'S
PLACE IF YOUR
NAME'S NOT
DOWN YOU
DON'T GET IN!**



Meanwhile, on Luke's home planet Tatooine, the mysterious bounty hunter Boush races towards Jabba the Hutt's palace.



SHOOT TO KILL

As usual, word gets back to the Empire Command about the rebels, and the mother of all battles kicks off on Endor. Outnumbered and outgunned, the rebels enlist the help of the Ewoks in ridding the planet of these troublesome troopers. In this stage you play the part of Wicket the Ewok and have to find your way through the dense forest, avoiding poisonous flowers, giant insects and lizards and the odd trooper who happens to cross your path. Kill a trooper and you get a life bonus afterwards, so watch out for them.



SHEILD GENERATOR

Han Solo and Chewbacca the Wookiee have finally found the generator, and a carefully laid trap prepared by the Emperor himself! They have to find their way around the maze of tunnels and shafts which surround the generator, not to mention hoards of Imperial troopers, automatic grenade launchers and killer droids. This stage may take some time to complete, but find your way to the centre and you'll be able to knock out the power source which shuts down the shield!

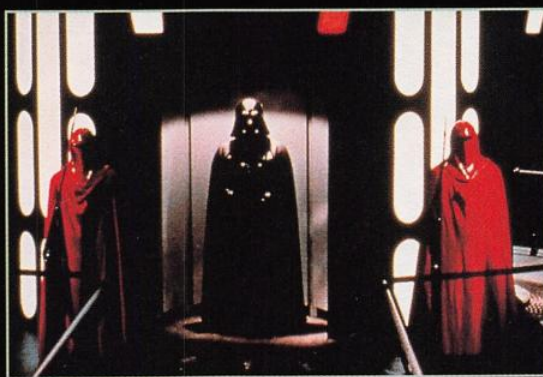
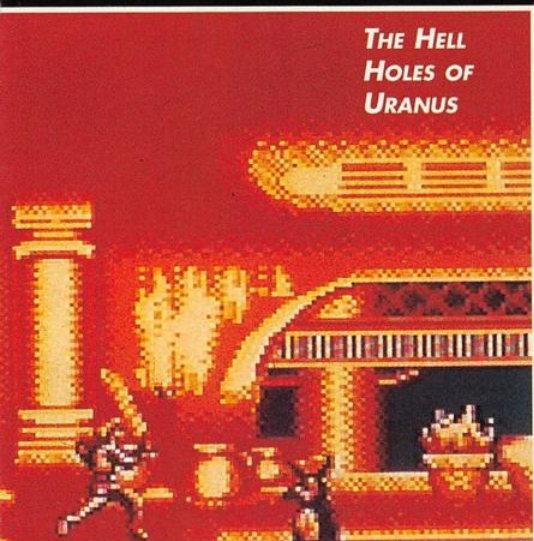




THE FINAL BATTLE

The final stage is the bit we all remember from the film, that classic point where Luke realizes that Darth Vader's his ol' pop! Parents, eh?! It's certainly a race against time, as Luke's stuck in the Death Star which is about to come under attack from the Rebel Alliance. Firstly, Luke must negotiate all the moving platforms and destroy the Emperor and his guard. The action then switches as you take control of the Millennium Falcon, piloted by Lando Calrissian. Avoid the Imperial fighters and laser cannons to get to the power core at the centre. Destroy this and the war is over, if you fail, the Dark Lords of the Empire will rule forever!

THE HELL HOLES OF URANUS



Commander, I hope for your sake the new Death Star will be completed by the time the Emperor arrives. He is not as Forgiving as I am.



ENZO

COMMENT

Ace film, ace game!! I was really impressed with Return of the Jedi on the Game Boy. The fact that I'm a Star Wars freak really helped me get into it, but I s'pose it'll stand for most gamers regardless. As far as gameplay's concerned, Jedi gives you pretty much everything you want. The controls are responsive, the sprites and backgrounds look excellent and there's a bit of variety in the levels. Even the soundtrack's a passable attempt at re-creating the original. Having said that, if I were as miserable as Steve I'd say that it was probably too easy for most hard core gamers. All in all this is an excellent conversion and must rank alongside Donkey Kong Land in terms of addictiveness and playability.

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Good quality sprites that move nicely and no dodgy backgrounds to spoil it.

82

SOUND

▲ Reasonable version of the original Star Wars soundtrack.

▼ Special effects are a bit wimpy.

78

PLAYABILITY

▲ Great! Characters are dead easy to control, with plenty of varied levels to explore.

▼ Ranges from very hard to very easy in places.

91

LASTABILITY

▲ The levels are pretty large and it takes a bit to find all the bonuses.

▼ Three more levels and it would have been perfect. Not a serious long-laster.

70

OVERALL

A damn fine conversion from T+HQ, including all the best bits from the film and putting the whole lot together in an entertaining and playable way. Worth going to the other side of the galaxy for, for a short time at least!

80

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- BY: Capcom
- RELEASE: TBA
- GAME TYPE: Beat 'em up

GAME FEATURES

- PLAYERS: 1-2
- HEAD TO HEAD: Yes
- BATTERY BACKUP: No
- CONTINUES: 5
- OPTIONS: Characters

GAME INFO

- **GAME ORIGIN:**
A long line of Final Fight games
- **GAME DIFFICULTY:**
Medium
- **FIRST DAY SCORE:**
Reached Power Plant
- **ALTERNATIVES:**
Final Fight, Fatal Fury

GAME CONTROL

- **RESPONSIVENESS:**
Very Good

A Punch

B Jump

X Nothing

Y Kick

L/R Nothing

S Start: Start/Pause
Select: Nothing

GAME CREDITS

- DEVELOPED BY: Capcom
- DISTRIBUTED BY: TBA
- MADE IN: USA



MAYOR FORCE BE WITH YOU!

Mayor Mike Haggar and co. stomp and smash their merry way through the lawless streets of Metro City in Final Fight Tough, the latest in the Final Fight saga. Can the big man and his faithful sidekicks stop the Skull Cross gang from over-running the city? Or can gang leader Black and his team of BIG bosses finally put paid to those interfering do-gooders? We've been into the war zone to see if Haggar's gang can still duke it out with the best!

THE CHAINS OF OFFICE

Poor old Haggar had just sat down at his desk trying to wade through piles of paperwork when the Skull Cross gang reared its less than attractive head yet again. Riots engulfed the streets with rival gangs fighting for control of the city. But this was a mere smoke screen for the S C gang to break their leader out of prison. So Haggar, aided by the ever present Guy and two new fighters take to the streets in a desperate attempt to clean up the city!

NEW KIDS ON THE BLOCK

The two old hands in Final Fight have a couple of new characters to help them in the quest for truth, justice and painful knuckles. Detective Lucia was once charged with corruption, but kindly Uncle Mike cleared her of everything, and she now uses her speed and incredibly long legs to batter the



THE LONG, LONG
LEGS OF THE LAW.

bad guys. Dean, on the other hand, is a bit of a dark horse. Apparently he used to be quite big on the street fighting circuit, where he caught the eye of the Skull Cross gang. After refusing to join the renegades, Dean's family was brutally attacked and now he's out for revenge. A cross between Colonel Guile and Rayden, the electrifying Dean is fully charged up and some of his moves are shocking to say the least!



METER MOVES

Each character in the game has a variety of super moves. When you start the game the super move meter at the bottom of the screen will be empty, but as you make your way through the streets handing out severe beatings the meter will start to rise. Once you're in super move mode you can only perform one attack but this will badly damage even the biggest bosses! The trick to completing the game is to save up these deadly moves for the bosses, but this is easier said than done as the big guys usually surround themselves with their smaller henchmen.

SORRY MR. MAYOR, BUT YOU CAN'T COME ON HERE DRESSED LIKE THAT!



All the bosses are bigger and nastier than previously, ranging from Dave, the bent cop who literally comes down on you like a ton of bricks, to Wong (head chef at the Chinese restaurant!), to the leader of the Skull gang himself. They're much harder to beat than in the previous games, each requiring timing and patience to get their just desserts.

THIS STREET AIN'T BIG ENOUGH FOR THE BOTH OF US.



MAD AND BAD

It's very much business as usual in Final Fight Tough, basically it's a side scrolling beat 'em up with a boss at the end of each level. There's a plentiful supply of power-ups and weapons hidden in barrels and crates en route. All the old villains are back for a second helping: Billy, Johnny and big Andore, along with new ones like Joe, the roller-blading assassin; D'Arby, whose love for food seems to have outgrown his love for fighting, and some mean stiletto wielding molls who can be a real pain in the arse!



WHERE'S MY PARROT GONE?

COMMENT

Big sprites, good backgrounds, loads of villains, what more do you want? A lot more! When the Final Fight games first roared into life, everyone was raving about the animation and standard of graphics. Sadly now, it looks very dated with the likes of KI and its fully rendered characters and backgrounds. One good thing though, the gameplay is as hectic as

ever, with a never ending stream of bad guys lining up to be turned to meat. I was impressed with the bosses as well, who are the best I've seen in the Final Fight series. But with games like MK3 and Killer Instinct with million hit combos, I can't really see this arousing much interest. It gets the thumbs up from me, but only just!



STEVE

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Colourful backgrounds with nice big sprites to match.
▼ Killer Instinct and MK3 are pixels ahead in this department.

83

SOUND

▲ Varied soundtrack which stays interesting, for a while.
▼ Too tinkley for my liking. Anyone for muzak?

70

PLAYABILITY

▲ Even though this kind of fighting game's a bit dated, it's quite playable as the moves are relatively easy to perform and the animation is cool!

79

LASTABILITY

▼ All you gamers out there are really too sophisticated for this.

70

OVERALL

Poor old Haggar's showing his age in this unoriginal, tired looking sequel. Five years ago we'd have raved about this, but Final Fight Tough is sadly stuck in a late eighties timewarp and only really big Final Fight fans will get a kick (and punch) out of this!

74

reader's review



Secret of Mana will keep you going for ever and ever! Like in most RPGs you're only 12 years old and go to school. You start off near a village, on a wooden bridge, with your mates and you start mucking around. Then you fall off and land in a river down below. This is a bad thing because if the "Elder" of the village knows about this you'll be in big trouble!

Your mates (meant to be mates) tell on you and when you get back to the village with the Mana Sword you get into big trouble. You'll also be forced to leave the village. You get the Mana Sword to cut through vines to get to your village. When you pulled out the Mana Sword you awoke the evil gods and they start to send out evil monsters.



This is a great game and probably the largest game on your SNES. If you love this, you should definitely buy Secret of Mana 2!

COMMENT

The best RPG of the year! You'll love it even after you've finished it 20 times over. And another good thing is that it's a "PAL" version so you don't need a converter. Go out and get it now!



BEN

Our latest Reader Reviewer is 13 year old Ben Evangelidis from Castle Hill in Sydney. His main hobbies are playing basketball and playing his SNES and Game Boy. He buys NMS every month and loves RPG games, especially Secret of Mana which he's reviewed for us here. He's been saving up for ages to buy a Nintendo 64 the first day it comes out. Aren't we all Ben!

If there's a game you want to praise or dump on then write us a review and send it to NMS, Reader Review, PO Box 14225, Melbourne, MC Victoria 8001.

Make sure you include a picture of yourself and some details about you as well as your name, age and address. Happy scribbling!



There are over 90 bosses in the huge game plus 12 dozen other enemies to fight. You can collect candy to restore lost energy, chocolate, herbs, cap of wishes plus countless other items. You earn money by defeating bosses and enemies (it will be in a chest) and you can collect and earn weapons as you continue your journey. The thing that's also great is that you can choose your name.

There are three different types of travel. They are: walking, getting shot out of a cannon and getting a lift from your buddy Flammie (Flammie's a dragon). You can call him any time but not while you're in a castle or a dungeon. You also have to find him first.

READER'S REVIEW

RATINGS

- BY: Squaresoft
- CONSOLE: SNES
- GAME TYPE: RPG

GRAPHICS

- ◆ Very detailed graphics and lush backgrounds.

SOUND

- ◆ Excellent! Superb! The BEST!

PLAYABILITY

- ◆ Very good but not perfect. Non linear as well.

LASTABILITY

- ◆ You'll need 70 hours to crack it! You'll be playing for years!

OVERALL

- ◆ Just another outstanding RPG from Squaresoft!



95

99

92

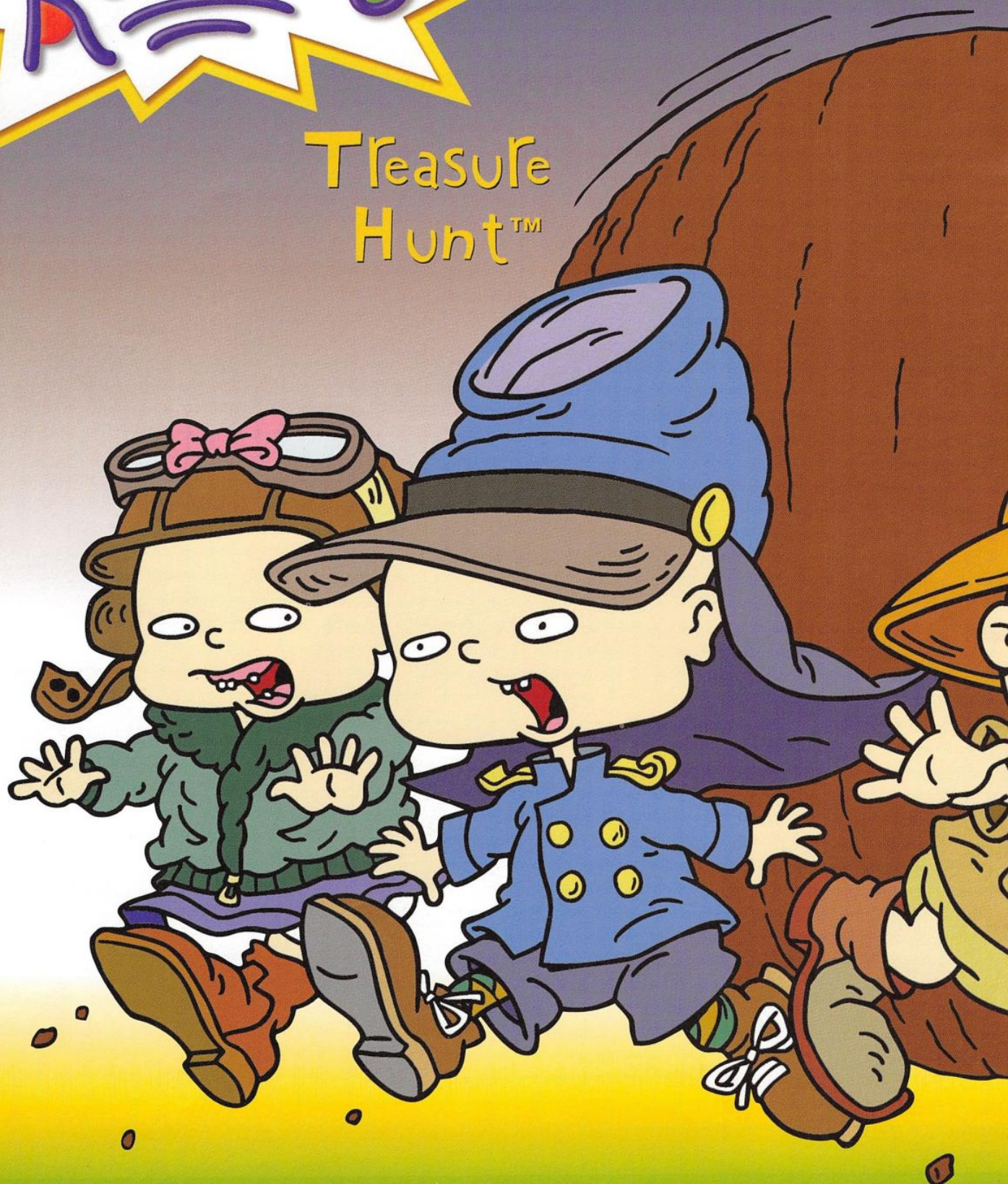
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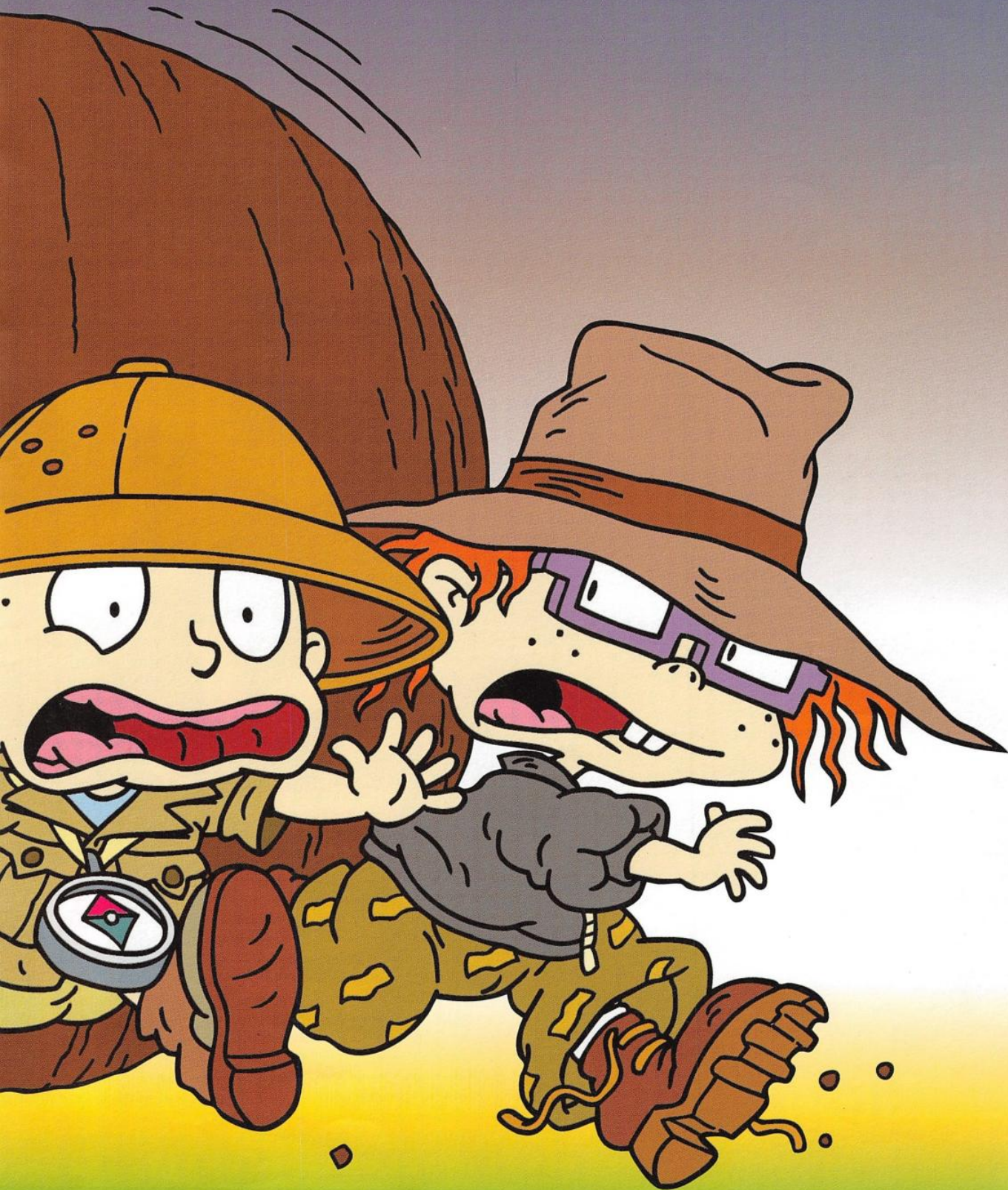
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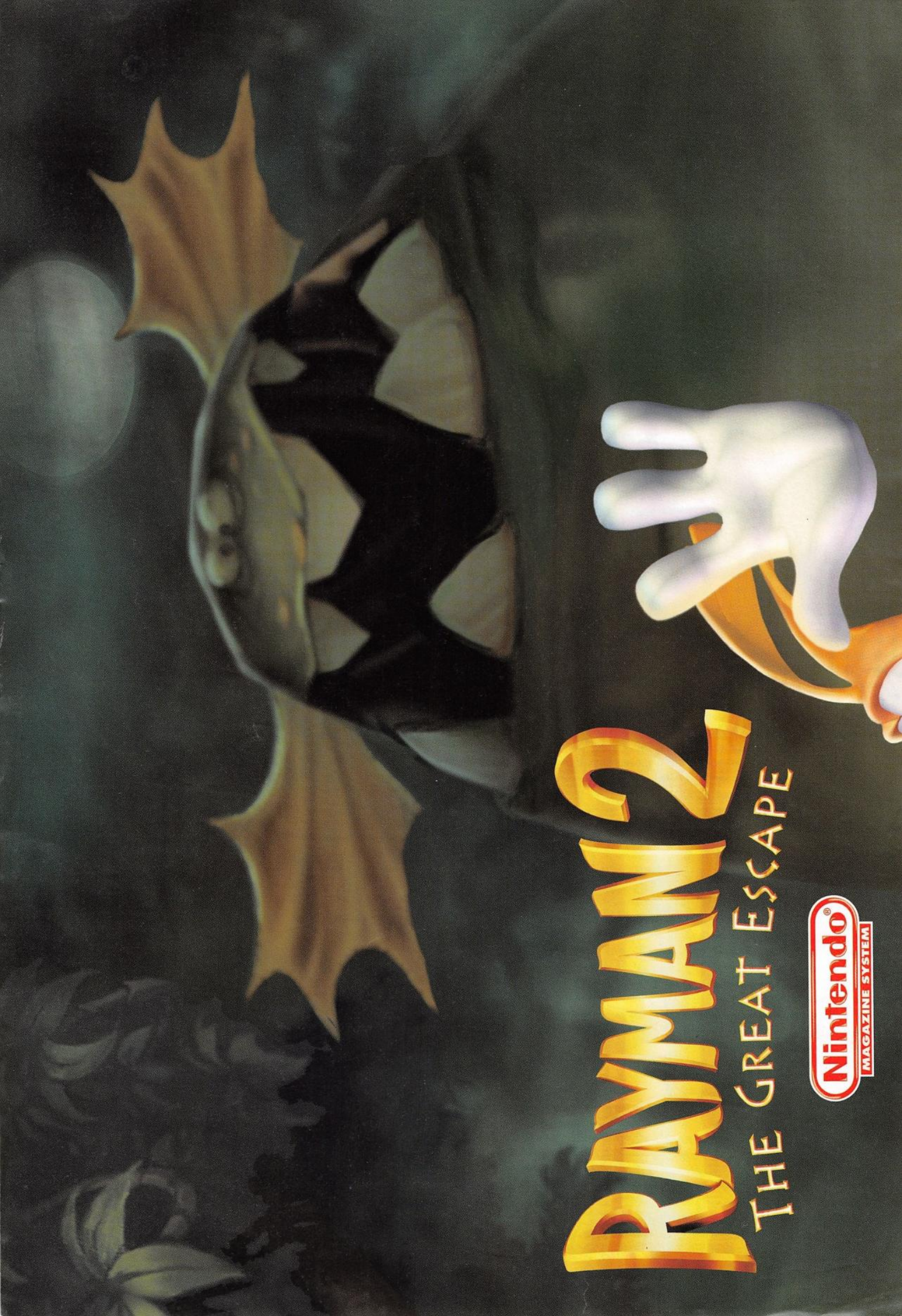




Treasure HuntTM





The background of the cover is a dark, atmospheric scene. In the upper left, a large, pale full moon hangs in a dark sky. Below it, a large, gnarled tree trunk is visible. In the center, a large, dark, jagged rock formation or cave entrance is illuminated from within, showing a bright, glowing interior. To the right of the rock formation, a large, white, stylized hand with five fingers is reaching out, holding a small, orange, ring-like object. The overall tone is mysterious and adventurous.

RAYMAN 2

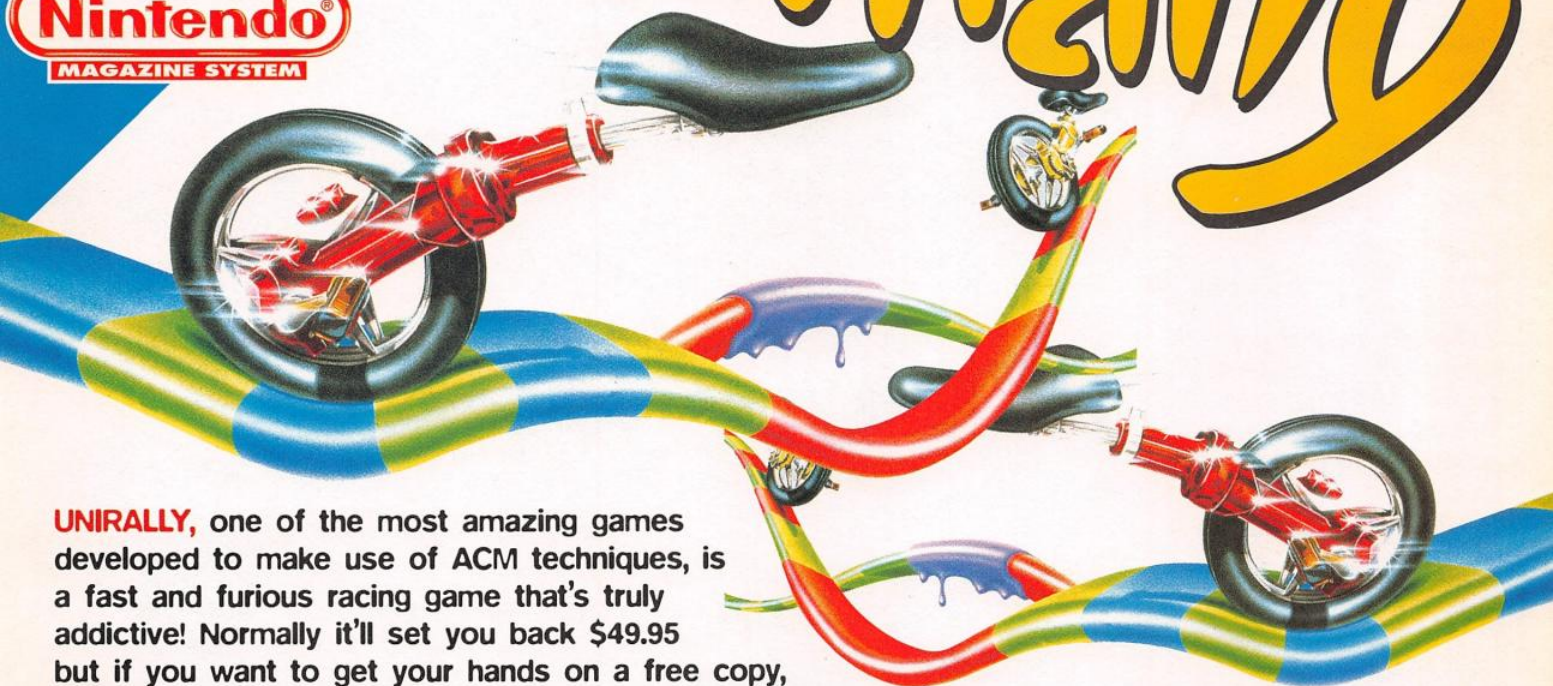
THE GREAT ESCAPE

Nintendo®
MAGAZINE SYSTEM

WIN!
25 UNIRALLY
CARTS TO
BE WON!

Nintendo®
 MAGAZINE SYSTEM

Unirally



UNIRALLY, one of the most amazing games developed to make use of ACM techniques, is a fast and furious racing game that's truly addictive! Normally it'll set you back \$49.95 but if you want to get your hands on a free copy, courtesy of those nice people at Nintendo, all you have to do is read our article on ACM this month (page 14) then answer the three simple questions here. Send them to us together with your name and address and if your name is pulled out of the helmet you'll win one of 25 Unirally carts! The closing date is **28th May 1996** so send your entries to the address below:

1. What does ACM stand for?

- (a) Animated Console Machine. (b) Advanced Computer Modelling.
 (c) Acme Chicken Manure.

2. Which of these is a technique used for creating lighting effects:

- (a) Ray-tracing. (b) Colouring in. (c) Silicon Graphics.

3. How many colours can you display in a background on the SNES?

- (a) 7. (b) 16 million. (c) 256.

Conditions of Entry
 Promoted by Catalyst Publishing, Level 128, Rialto 525 Collins Street, Melbourne, VIC 3000. Entry is open to residents of Australia & New Zealand with the exception of officers or employees (including immediate families) of the promoter, its advertising, sales promotion agency and printers. Entries close by the end of the working day Tuesday 28th May 1996. The winners' names will be printed in a future issue of Nintendo Magazine System. Prizes are not transferable nor are they redeemable in cash. The judge's decision is final and no correspondence will be entered into. Information on how to enter forms part of these conditions of entry. The contest is a game of skill, not chance, and as such all entries will be judged on merit.

**NMS Magazine,
 Unirally Competition, PO Box 14225,
 Melbourne, MC Victoria 8001.**



REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM



CART SPEC

- **BY:** Namco
- **RELEASE:** Out Now
- **GAME TYPE:** Beat 'em up

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **CONTINUES:** Infinite
- **OPTIONS:** Control, difficulty

GAME INFO

- **GAME ORIGIN:** From a distant Dark Age!

- **GAME DIFFICULTY:** Hard

- **FIRST DAY SCORE:** Reached Zarak on Arcade Mode

- **ALTERNATIVES:** Killer Instinct, Streetfighter II

GAME CONTROL

- **RESPONSIVENESS:** Excellent

A Forward Strike

B Forward Thrust

X Back Thrust

Y Forward Slash

L/R L: Back Slash
R: Back Strike

S Start: Start/Pause
Select: Nothing

GAME CREDITS

- **DEVELOPED BY:** Namco
- **DISTRIBUTED BY:** Roadshow New Media
- **MADE IN:** USA

Let the Sparks Fly!

Time to polish your blades and iron your loin cloths as we go all medieval with the arrival of WeaponLord, Namco's latest foray into the world of beat 'em ups. Anyway, who needs Fireballs and Dragon Punches when a bloody great sword is at your disposal?!

WeaponLord was created by, and designed for, hard core fighting fans. The original team responsible for the classic Streetfighter series are the brains behind this little beauty, a medieval slice 'em up which features six battle trained psychos all fighting for the prestigious title of the WeaponLord!

Gory Story!

The story starts in a land ravaged by the mad Demon Lord Zarak, who challenges anyone to stand against him in armed combat. Then one day a prophecy is foretold. A child will be born under the warriors' moon, and will rise to slay the Demon Lord. Ignoring the advice of his guards to kill all the children born that night, the Demon Lord waits to take on his challenger face to face. About 25 years later, sensing that the prophecy is about to happen, the Demon Lord holds a grand Tournament, the winner of which he must meet in the destiny battle. This is where you step in.

Cast a Spell, Split a Skull!

In story mode, there are six selectable characters all desperate to rip each other to pieces for the dubious honour of fighting the Demon Lord. Here's the NMS guide to the best, or worst of the bunch!



Talazia The Bird of Prey

This feathered female comes from a tribe that live in the trees and is guided by the spirit of the falcon. Talazia enters the fray after hearing the suffering of her people. She uses the deadly Talon Blade and Claw Shield in battle, and her vicious close-in attacks make her one of the best characters in the game.



Bane The Lone Wolf

Bane is trapped by magic on the Cursed Path, a ridge between mountains that divide the land. The spell, cast by the Demon Lord, can only be broken if someone else takes his place. The big guy is a vicious fighter and his mighty Stone Hammer is one of the most destructive weapons in the game.



Zarak The Demon Lord



The Demon himself, Zarak, is a frightening cross between a man and spider, possessing magical webs which can stun or trip an opponent as well as wielding a mighty axe! He has the perfect combination of physical strength and magic powers. Only a playable character in Arcade mode.



Zorn The Defiler

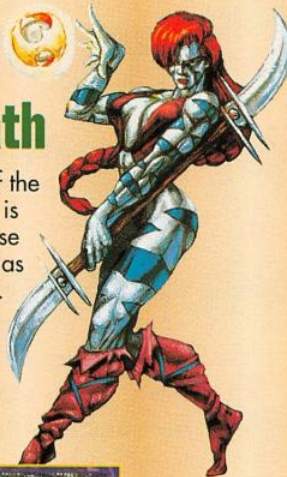
Bad to the bone and ugly with it, Zorn has been a thief all his life. He enters the tournament to find an extra meaning to his life. A fine excuse for a bout of fisticuffs! Armed with the Ivory Axe and Skull Shield, Zorn's attacks can be very awkward to pull off, but visibly devastating all the same.



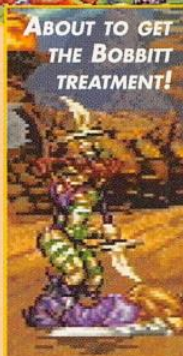


Divada Mistress of Death

Definitely the Shang Tsung of the WeaponLord tournament, Divada is a deadly evil sorceress whose reasons for entering are as mysterious as the woman herself. Armed with a twin bladed staff and plenty of nasty tricks up her rather tight sleeve, she's a difficult opponent even on the easier levels!



ABOUT TO GET
THE BOBBITT
TREATMENT!



Korr The Master Warrior

Soon to be the leader of his own nomadic tribe, Korr enters the tournament to find out what happened to his twin brother, who was captured years ago during a raid on his village. Korr is one of the best characters for beginners as his combo's are fairly easy to learn. Armed with a Broad Sword, his attacks include the Firestorm, Double Over and Elbow Smash.



Jen Tai The War Queen



The ultimate female barbarian, Jen Tai is one of the Demon Lord's lieutenants and consequently one of the best warriors in the land. To face the Demon Lord, all challengers must come face to face against Jen Tai first. If none of the warriors are up to the task, Zarak has ordered her to fight against him in the destiny battle.



32114
GONE CHOPPING -
SEE YA LATER!



TOO MUCH LIPSTICK
AGAIN KORR?



COMMENT



Alan

At first glance this looks a bit rough, like one of those books full of dots that you stare at and are supposed to reveal pictures but never do. Then you start playing, and the level of challenges and brilliant gameplay take over. I still find the characters' movements a bit odd, and some can be difficult to see against the backgrounds, but the fighting stuff makes up for all that. An unexpected winner!

REVIEW

SUPER NINTENDO
ENTERTAINMENT SYSTEM

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

▲ Sprites are big and superbly drawn, with excellent backgrounds.

▼ Due to the complexities of the gameplay, the animation suffers in some places.

85

SOUND

▲ FX are brilliant, especially when the blades come together. Music is suitably gothic and mysterious.

▼ Occasionally a little muffled.

91

PLAYABILITY

▲ Takes time to get into, but once the moves and combos are mastered it's one of the most strategic fighting games around!

▼ A bit sluggish once the action speeds up.

92

LASTABILITY

▲ Plenty of detailed game play - will certainly take a while to master.

▼ Much more fun on 2 player mode as the computer doesn't learn from its mistakes.

89

OVERALL

An intense, powerful fighting game that makes up for its cartoony characters with challenging an addictive gameplay. Do you have the power and the patience to see what lies within?

90

REVIEW

GAME BOY



CART SPEC

- **BY:** Nintendo
- **RELEASE:** 2nd Quarter
- **GAME TYPE:** Puzzle

GAME FEATURES

- **PLAYERS:** 1-2
- **HEAD TO HEAD:** Yes
- **BATTERY BACKUP:** No
- **OPTIONS:** Password, speed levels

GAME INFO

- **GAME ORIGIN:**
Based on the original Game Boy puzzler
- **GAME DIFFICULTY:**
Variable
- **FIRST DAY SCORE:**
Reached Gloop in fighting stage
- **ALTERNATIVES:**
Oh you know...

GAME CONTROL

- **RESPONSIVENESS:**
V. Good

A Switch Blocks

B Switch Blocks

S Start: Nothing

S Select: Start, pause

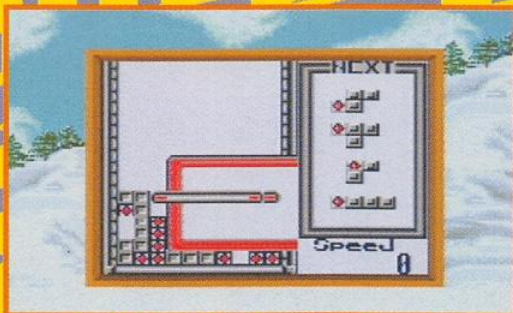
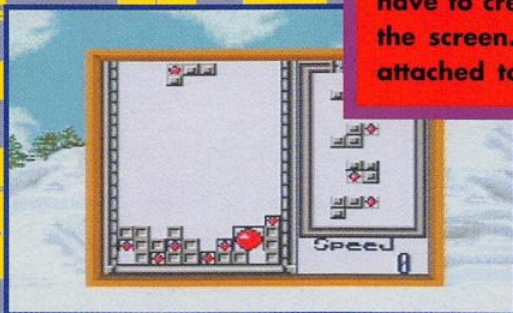
GAME CREDITS

- **DEVELOPED BY:** Elorg
- **DISTRIBUTED BY:** Nintendo
- **MADE IN:** USA

BOOM-BASTIC

Get ready for another blast of Tetris! Nintendo and Elorg have teamed up to bring us yet another incarnation of the classic Game Boy puzzler, this time complete with bombs, Mega bombs and a fighting mode. Has that hardy perennial of puzzle games still got what it takes to cut it with the big boys? Read on to find out...

MEGA BOMB ALERT!
BOTTOM RIGHT THE
BIG RED BOIL IS
ABOUT TO BURST!



IT'S A BLAST

The best way to get rid of the blocks is to form Mega Bombs. You make these by forming four small bombs into a square. Once the Mega Bombs explode they take out all the blocks within four rows of the explosion. But remember, if you make a line with no bombs in, it won't explode and you'll have to start all over again. Still confused?

WHAT A BOMBER!

As with all Tetris titles, the aim of the game is simple. All you have to do is clear the playing area of all the falling blocks as quickly as possible. As before, you have to create a solid horizontal line of blocks across the screen. But this time the lines must have bombs attached to them! So, if one bomb is in the line, all

three normal blocks either side of it will explode. More than one bomb in a line will wipe out three normal blocks either side. And if you can complete two lines at the same time, the bombs will also get rid of blocks one row above and below. Confused? You will be...

WHETHER YOU'RE IN
A FISTANK OR OUT
IN THE GREAT SANDY
DESERT, THE BLOCKS
STILL DROP DOWN.



BLAST

BUDDING BOMBADIERS

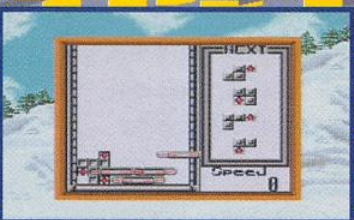
There are three game play modes in the game. Training Mode allows you to get the hang of the game,

which might seem a touch strange at first, but real Tetris experts should pick it up right away. It's a good idea to experiment with the drop speed as well, as the quicker you make the decisions the better you'll be at the real game.

Contest Mode meanwhile pits you against the computer through a variety of stages which steadily increase in difficulty, just like normal Tetris. Confuzzed?



HERE'S ONE I EXPLODED EARLIER.



BUGS IN THE SYSTEM

The best mode of all is the Fighting Mode. Here you have to contend with the falling blocks as well as a computer controlled bug who does its best to stop you! To damage the character you have to drop a block on top of them or blow them away with an explosion. All the bugs have a life meter on

the opposite side of the screen. Once this is down

to zero, you've won the game. The bugs range from Cubit, the easiest of the crawlers who just wanders around the play area, to Snaptor who eats all the bombs if given a chance, but the worst of the lot is B-Boy, who moves really fast and will add complete rows of blocks to your screen! Confolded? I am!



GLOOP - HE'S THE ONE THAT SPECIALISES IN DEMOLITION WORK!



WILL

COMMENT

I'm sorry, I know it's sad, but I've always been a big fan of all things Tetris-like, and this new portable version is ideal for fueling my Tetroid addiction. The addition of Bombs and Mega Bombs is a very welcome one, as it takes nothing away from the gameplay, it just adds an extra dimension to the proceedings. The bugs will really piss you off sometimes, but when you manage to beat them it feels like Christmas, New Year and Independence Day (whenever that comes!) rolled into one. In my humble opinion, Tetris Blast is perfect for the Game Boy, and just goes to show that there's life in the old grey stump yet!

REVIEW

GAME BOY

BREAKDOWN

STRATEGY				
ACTION				
CHALLENGE				
REFLEXES				
ORIGINALITY				
	LOW	FAIR	GOOD	HIGH

LONG-TERM INTEREST

HOUR				
DAY				
WEEK				
MONTH				
YEAR				
	LOW	FAIR	GOOD	HIGH

GRAPHICS

As with all Tetris games, the graphics are functional and not much more.

69

SOUND

Put Oasis on while you're playing it and you'll be fine.

70

PLAYABILITY

Still as addictive as ever! Tetris Blast remains annoyingly playable with the addition of Bombs, Mega Bombs and fighting matches.

89

LASTABILITY

True Tetris fans will be happily blasting away on their Game Boys for ever and a day.

The rest of us'll take it or leave it after a while.

81

OVERALL

Not a bad new version of an old favourite. As usual, it will mainly appeal to those who are true fans. The bombs and bugs add variety, but the game itself looks a little dated now. One for the diehards!

82

SUPER MARIO WORLD 2[®]

YOSHI'S ISLAND[™]

Well, here it is, the guide you've all been waiting for! As any real player knows, Yoshi's Island is in that exclusive Triple-A category of excellence alongside Diddy's Kong Quest, Killer Instinct and Super Mario World in terms of graphics, sound and sheer gameplay. Not surprising really after spending four years of creation, and that doesn't make any of it especially easy. For those who haven't managed to get very far, or who may have missed out on picking up those vital keys and bonuses, here's part one of Lou's essential guide to the first world.



BASIC SURVIVAL - EGG TIMING

In World 1, the first stage introduces you to the basic rules of the game. For instance, if Yoshi is hit by one of the villains, baby Mario will fall off Yoshi's back and the countdown egg timer will begin. If Yoshi hasn't got hold of the baby by the time the counter reaches zero, Kamek's henchmen will come and take the baby away! To stop this, Yoshi can throw eggs at the villains to stop them in their tracks.



The first stage is also where you learn to make and throw eggs. This is dead easy to do: by pressing 'Y' Yoshi will flick his tongue out and grab the enemy, then press Down to expel them at the other end as eggs. To throw the eggs, press 'A' to start the cursor moving. Once it's on target, hit 'A' again to throw the egg, or press the 'L' or 'R' button to lock the cursor. Yoshi can carry up to six eggs at any one time, but if there are still enemies around, hit 'Y' to grab them and 'Y' again to spit them out of existence!

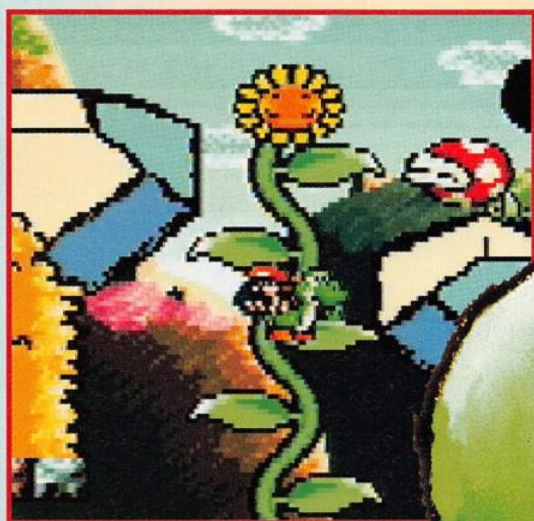


SHOOT THIS
FLOATING CLOUD
AT TOP RIGHT TO
REVEAL THE
STAIRCASE
YOU'VE ALWAYS
DREAMED OF.



BASIC SURVIVAL - GETTING TO PLATFORMS

Some platforms may look out of reach at first, but this isn't really a problem. As with most Platform games, to jump press 'B'. But press it again whilst in mid-air and you'll hover above the ground for a short time! It seems that Yoshi has been taking fighting tips from Jax in MK3 as he has developed a ground-pound. This is pretty good for finding those elusive bonuses and is really easy to do. Just jump then hit Down on the D-Pad while you're in the air to cause a useful earthquake!



SOME FLOATING CLOUDS GROW SEEDS WHEN SHOT. THESE GROW INTO PLANTS THAT CAN HELP YOU CLIMB TO HIGHER PLATFORMS.

BASIC SURVIVAL - GENERAL TIPS

- Explore everywhere you can. Go down every tunnel and smash the posts that are dotted about into the ground. They sometimes conceal those vital red coins. On your first few attempts you'll do better to just get through the level safely, but after saves on repeat runs you can explore more and more.
- Shoot every floating cloud you see. They can hide time bonuses, switches, bridges and coins.
- Find egg boxes to keep ammo in. They're usually around where you need them most - near the bad guys. It's too easy to run out at vital times so make sure you're well stocked up.
- There are five flowers to collect in every stage. Find all five and you win an extra life. They're easy to spot and worth keeping a lookout for.

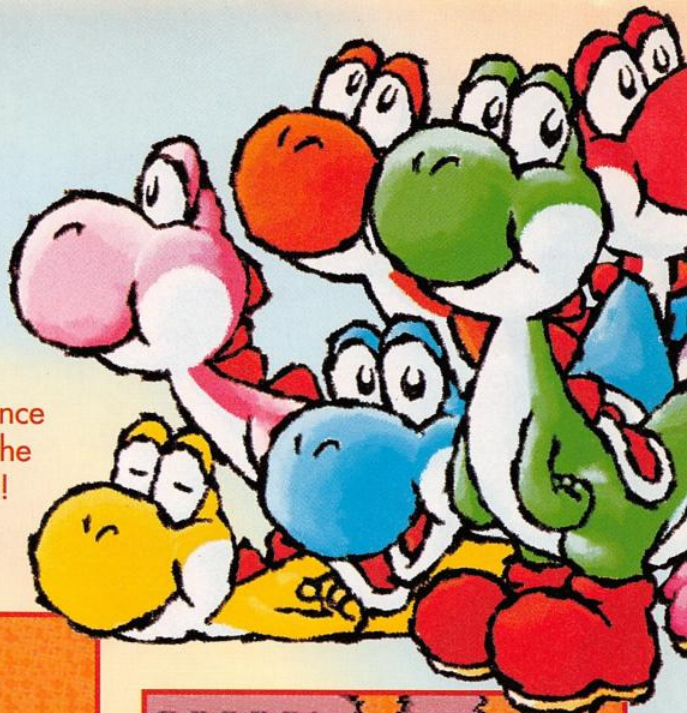


UNDERGROUND CAVERN IN LEVEL 1 - USE THE BOULDER AS A PLATFORM TO REACH COINS BY PUSHING IT ALONG.



IN THE SHADOW OF THE CHOMPERS - STAGE 1-2

The next stage sees our scaly superhero going underground, all the while trying to avoid the deadly Chompers who leap skywards and then go crashing into the ground. These guys may be big, but they're relatively easy to avoid. You'll see them in the distance at first, but once one of them takes to the skies look out for the shadow on the ground just before they land. Now get the hell out of there!



LEARN YOUR CHOMPER-DODGING SKILLS HERE AND AVOID PLUNGING INTO THESE PITS OF BROWN STUFF.



THE HALF-WAY POINT IS THROUGH THIS RING OF STARS. PASS THIS AND YOU WON'T HAVE TO BEGIN AGAIN IF YOU DIE.



SHOOT EGGS AT THE CRUMBLING WALLS AND GET TO THE SPRING THAT WILL BOUNCE YOSHI UP AND OUT TOWARDS A NEW LIFE.



HERE YOSHI MORPHS INTO A HELICOPTER. SKIP THROUGH THE SKY COLLECTING BONUS COINS BEFORE TIME RUNS OUT.



COLOURED BLOCKS INCREASE IN SIZE ONCE THEY'VE BEEN BASHED FROM BENEATH. YOU CAN THEN GET TO PLACES OTHERWISE OUT OF REACH.



YIPPEE! ANOTHER STAGE BITES THE DUST!

LOW LIFE UNDERGROUND - STAGE 1-3



It's time to go underground. The cave of Clomp Rock is absolutely chocka with bonuses, as long as you know where to find them. Before you meet the first rubber plant after you've gone down the tunnel, you'll see a floating cloud. Shoot an egg at it and when it drops down it will reveal a red switch. Now hit the switch to activate a secret bonus game packed full of coins. Collect them all and you'll be rewarded with an extra life.

WHO ATE ALL THE PIES? – STAGE 1-4

Burt the Bashful's Fort is one of the trickier stages in this early part of the game. There are quite a few things to avoid, such as revolving spikes, Burt Juniors and lava pools filled with monsters. To get some extra coins at the start, shoot eggs at the buckets to tip them up, but mind the falling doors. Once you get past the first part, you'll go down a tunnel to the second area.

When you arrive at the first lava pool, it seems impossible to cross. It isn't. Shoot an egg at the floating cloud above the pool and it should create a bridge to cross over. The next pool seems even harder, but you have to cross this one twice to reach the boss man. First cross the pool using your hovering jump, hopefully avoiding the massive monster that lurks below.

Once you've crossed, you'll see a vase of flowers. You'll need two eggs to shoot it off the ledge, but hidden in the flowers is the key to the cellar. Now, shoot a couple more eggs at the Lava monster and leggit as fast as your little legs will carry you to the other side. Find the cellar door and get ready for your first confrontation with a boss!



SHOOT THE BUCKETS FOR EXTRA COINS.



TO GET ACROSS THE LAVA POOL YOU MUST SHOOT THE FLOATING CLOUD TO REVEAL THE BRIDGE.



HIT THE VASE TWICE TO GET THE KEY TO THE CELLAR.

Big Burt looks very daunting at first, but he's quite easy to beat. Run across to the other side as he's in mid-air, and grab an egg that pops out of the flower in the centre. Now shoot the fat fart! Three or four well aimed shots should see the end of Big Burt.

JUMPING DONUTS – STAGE 1-5

So far, everything has been scrolling left to right, so now it's time for a change. The Donut Lifts can be pretty annoying at times, and were the cause of much swearing in the office at first. The Donut platforms will fall from under you if you stay on them for too long, so keep jumping to make them last longer. On the revolving platforms, there's a small button just off the centre. This little device activates and deactivates the turning motion. Try and use this to your advantage. Oh, another word of warning – the screen will still scroll whether you're ready or not. Nothing is as frustrating as knowing you are still alive but can't see where you are going! On the first few attempts it's best to just finish the level rather than go exploring. Then once you've mastered this section, you can go back to it later to find all those lovely bonuses.



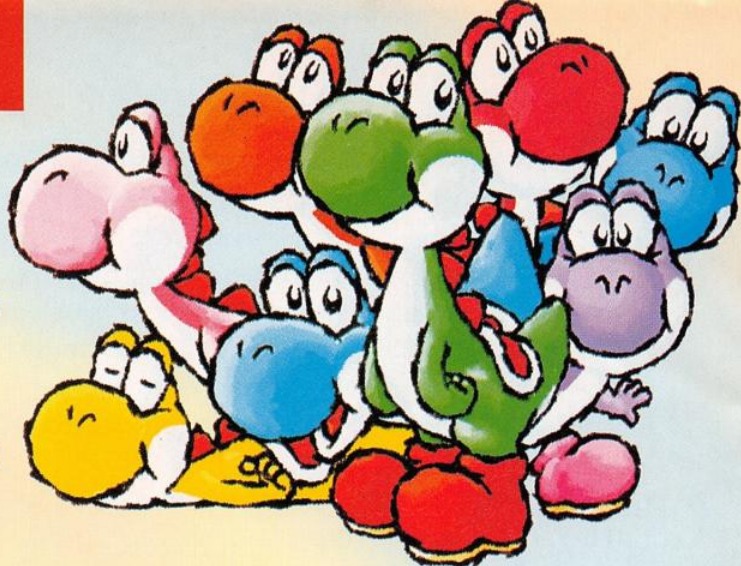
IT'S A GOOD IDEA TO STOCK UP ON EGGS HERE – YOU'LL NEED THEM IN THE NEXT STAGE.



PLAYERS' GUIDE

MORE FUN MORPHING – STAGE 1-6

After swearing and cursing your way through the Donut Lifts, you'll be pleased to know the next stage isn't quite as taxing. Shy Guys on Stilts features above and below ground action, with enemies on stilts and lantern wielding nasties in the underground areas. Look out for secret entrances at this stage – remember to shoot every flying cloud you can see. Now you see why you needed to stock up on eggs in the last stage!



A short time after you start the stage, you'll see a floating cloud at the end of a ledge. Shoot it and a red switch will drop down to the ground. Hit the switch and follow the small arrow just after it. This will take you to another morphing level. Here Yoshi changes to the Mole Tank and has to dig through the dirt to find two red coins. There's only a limited amount of time to do it in, so spin your tracks!

Once this has been negotiated, carry on and find the last dark section, avoid the stilt walkers and jump on the lift. When the lift's at its highest, jump left and get on the ledge. You may have seen a bonus flower on the right, but don't worry. Just shoot an egg to the right, so the egg rebounds off the wall, hitting the coins and flower. Now all you have to do is float down, get out of there and move along to the goal! It's as simple as that...



**THERE'S COINS IN
THEM THAR TUNNELS.**

**WOBBLE WOBBLE. IT'S ALL
SHIFTING LANDSCAPES UNTIL YOU
FIND YOUR WAY TO THE VERY
REWARDING BONUS GAMES.**

CLOUDING OVER – STAGE 1-7

Don't spend too much time on this next level, and afterwards don't go operating any heavy machinery either! Touch Fuzzy Get Dizzy is a strange level that would be sooooo easy if it wasn't for those lousy clouds! Each time you touch one the screen will wobble up and down and become distorted.

Make the most of the start, as most of the bonuses are here. There are two flashing eggs to be found which conveniently turn enemies into red coins. Next comes the eye straining part, where the screen becomes fuzzy. It can be pretty difficult to avoid touching one of the clouds, but there are no bonuses to be found so just make your way out of there. After that it's relatively plain sailing, just break through the platforms to get the last of the red coins and make your way to the goal.



FRUSTRATING FISH – STAGE 1-8

Right, your fingers are aching, your eyes are straining, but the end of the first world is in sight. Salvo the Slime's castle is the final stage in World 1, and shouldn't prove too much of a problem. The revolving hexagons at the start look difficult, but jump quickly on the right side and you should fly over the first part. As you come to the next section the big fish will try to stop you from getting on the platform by spitting a powerful burst of water at you. This won't kill you, but can prove frustrating. If all else fails, go back, find an egg from somewhere and descale him out of the game!

Once you're on the platform, go up as far as it allows and jump left onto the ledge. Here you'll find the save point and a load of time bonuses. In the next room, hit the green box to activate the green platforms, but be careful of the spikes underneath! Go up the platforms and when you reach the top, hit the red box to switch the red platforms. As you go on remember to keep going back to shoot the boxes and eventually you'll be able to find your way to a vase of flowers. Shoot the vase twice and the key will appear. Go through the door to face the final boss in this world.

JUMP UP TO HIT THE GREEN BOX TO TURN THE SPIKED PLATFORMS OVER.



Salvo, like Big Burt earlier on, isn't as deadly as he looks. Just remember to run the opposite way as he bounces along and eat the small Salvo's he leaves behind. Four direct hits with the eggs will see the big guy off.



USE THE TURNING PLATFORMS TO KEEP ABOVE THE LAVA.

FISH OFF YOU SPITTING SPAWN!



DON'T MISS OUT ON THESE FLOWERS. USE THE FLOATING PLATFORM TO GET TO THEM.



SALVO EXPLODES INTO A BUBBLING MESS.

**PART 2
NEXT MONTH**

PLAYERS' GUIDE

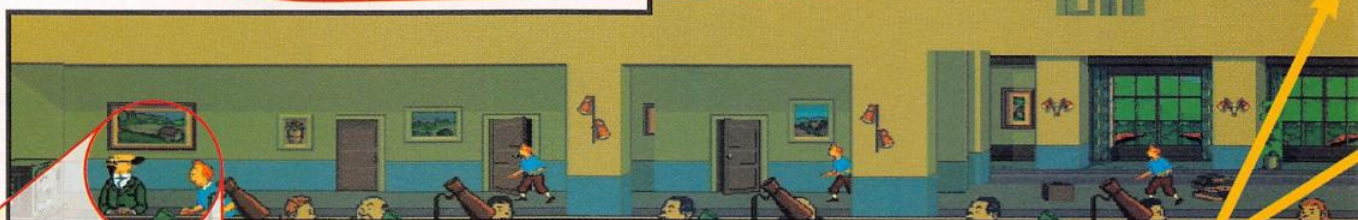
Beginners' Tips & Tactics Guide

Welcome to the latest of our beginners' guides! This month we're concentrating on one of the most underrated platformers currently doing the rounds, the excellent Tintin in Tibet. Here's the story so far. Captain Haddock and Tintin are resting in a hotel in Switzerland, prior to going skiing. Our ginger haired hero has been telling the Captain about his exploits in Tibet, where he encountered problems on the railways and then had to rescue his friend Chang from a raging torrent (see right). As Tintin makes his way around the hotel he must avoid dangers like manic cleaning staff, luggage and waiters. The aim of the level is to get to the reception area to receive a message, go back and find Captain Haddock, then search for the professor to watch the news on TV...

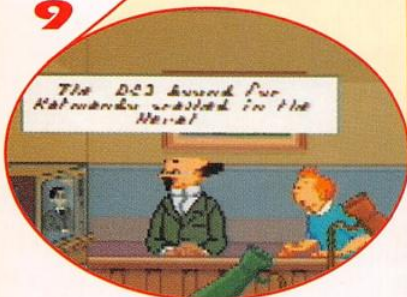


This is where you'll first see the hotel. Time to explore...

6



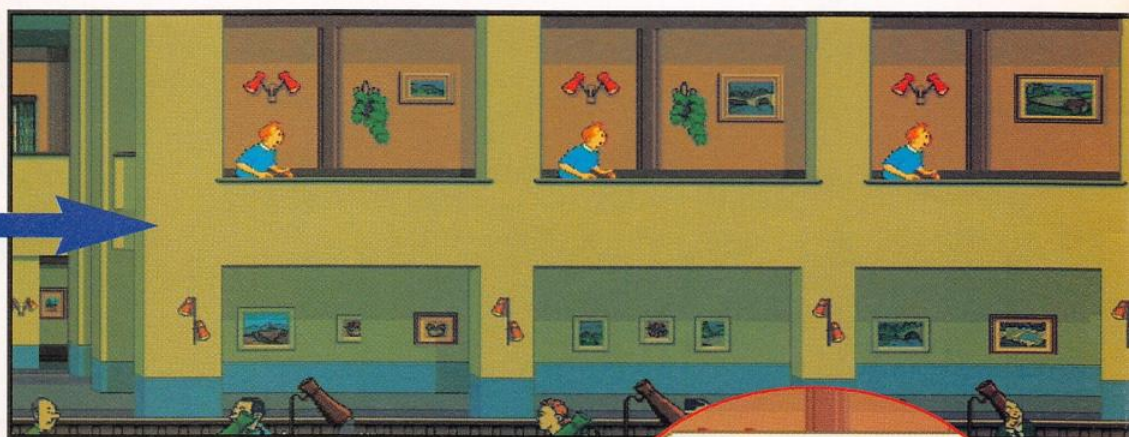
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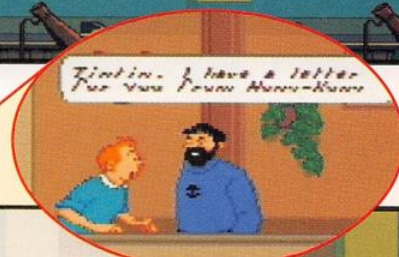
Jump over the yapping dogs!

Until you hear about the crash on the TV you won't be able to leave the hotel.

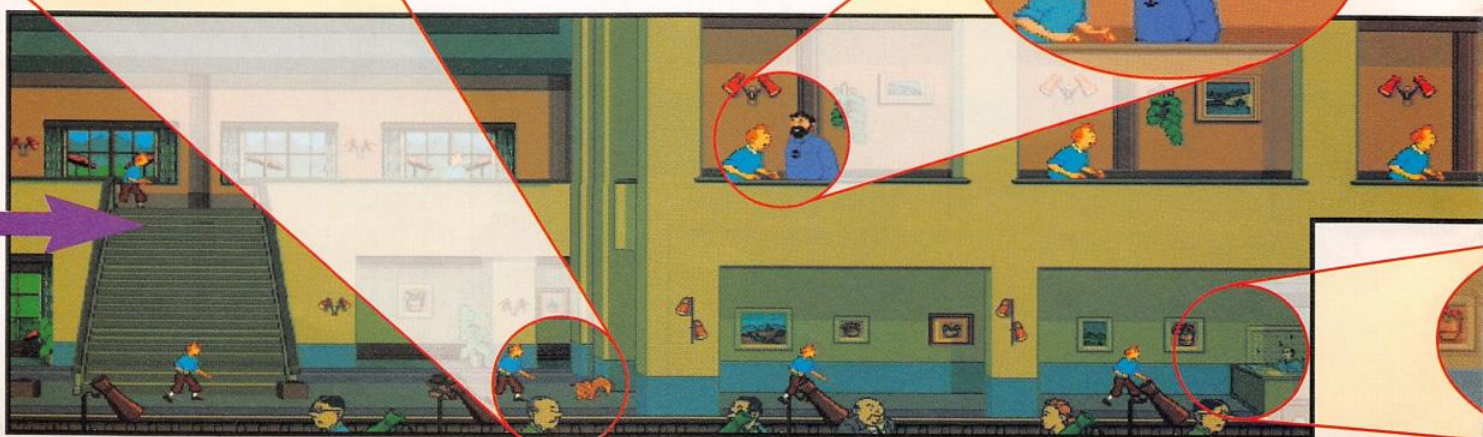
Duck down to avoid the crazy chefs!



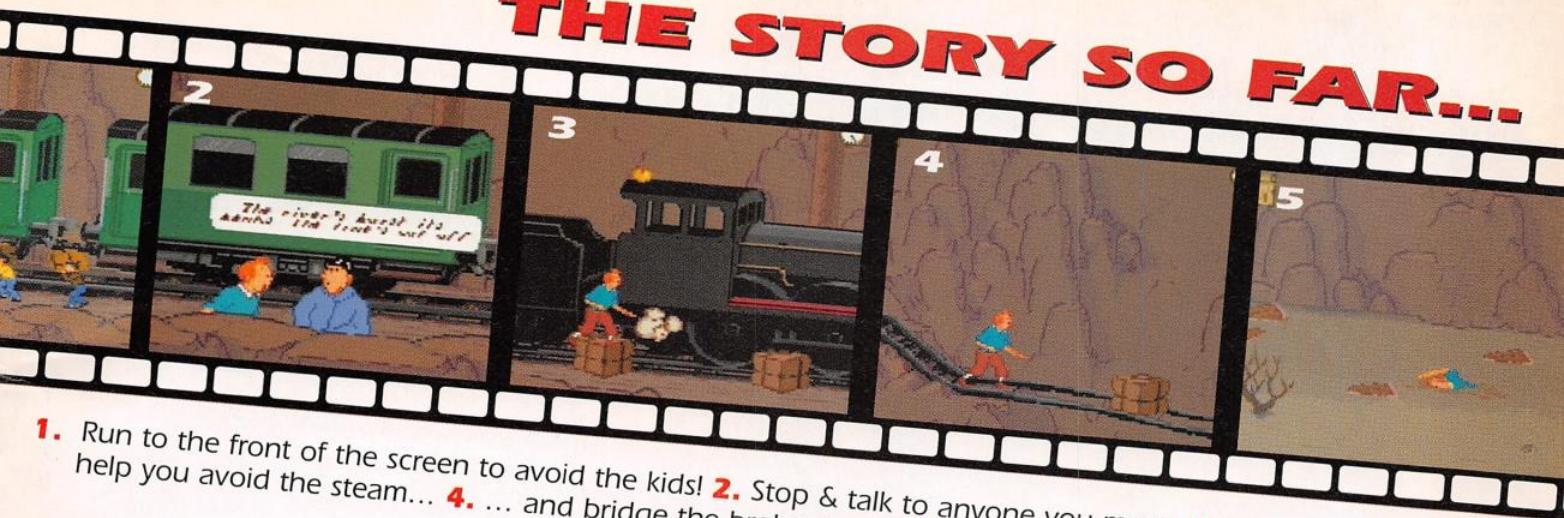
Collect your letter from the Captain.



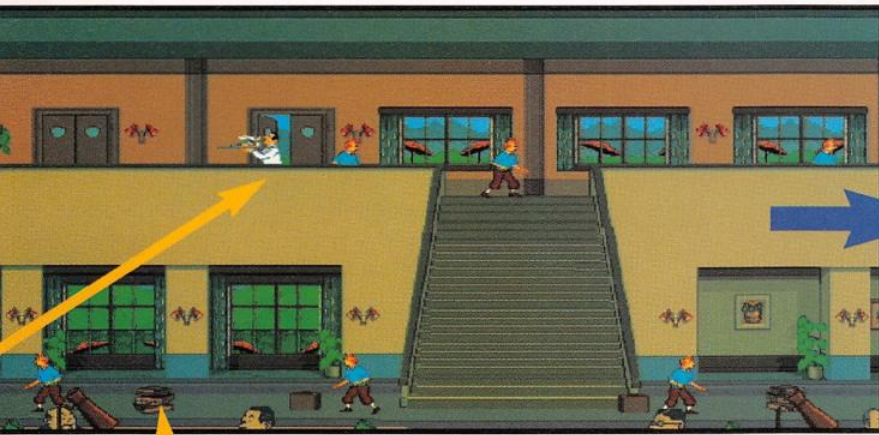
8



THE STORY SO FAR...

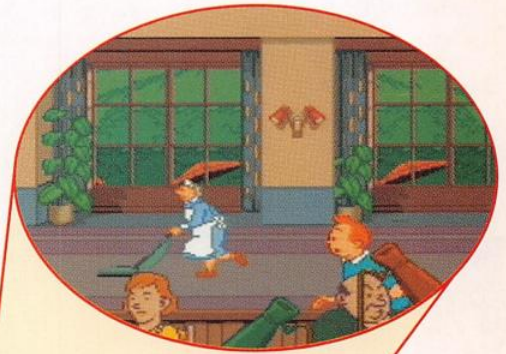


1. Run to the front of the screen to avoid the kids! 2. Stop & talk to anyone you meet. 3. Use the parcels to help you avoid the steam... 4. ... and bridge the broken tracks. 5. Try to stay in one place in the river.



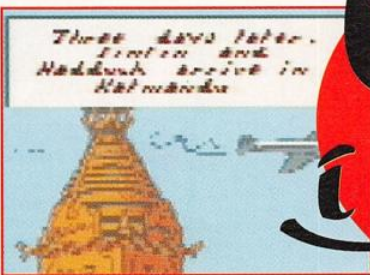
The dogs and the cleaners won't just mow you down, they'll send luggage flying as well so keep your eyes peeled!

These cleaners stop for no-one! Run to the front to let them pass you.



You'll head for Katmandu if you've done everything right.

10

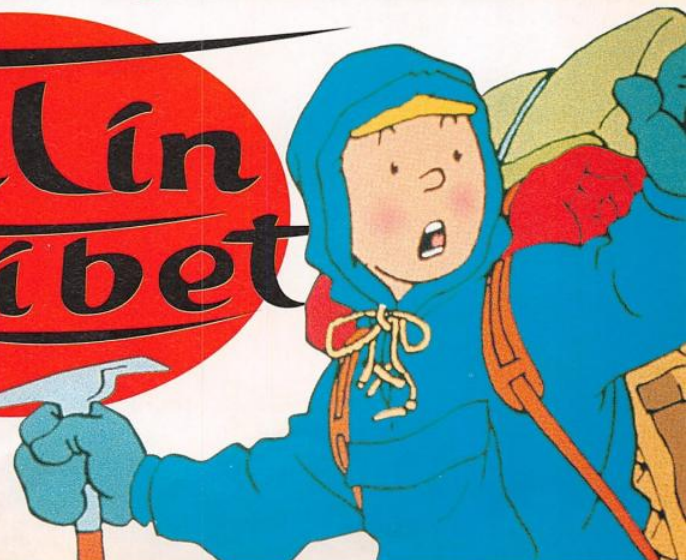


Linlin in Tibet



7

Go to reception to be told there's a letter left with the Captain.



DOOM

MEET THY DOOM!

Here's the story so far. You are a Special Forces Marine and your platoon is sent to a distant planet to investigate some strange goings on. At the time you're a lowly communications monitor while the rest of your marine buddies are sent in to kick some alien ass. But things don't quite go to plan. All of a sudden the radio link is cut off completely amidst demented screams and cries of 'I want my Mum'. There's no turning back, so armed only with your standard issue pistol, you must enter the fray and try to clean up the mess. Welcome to hell, boy...

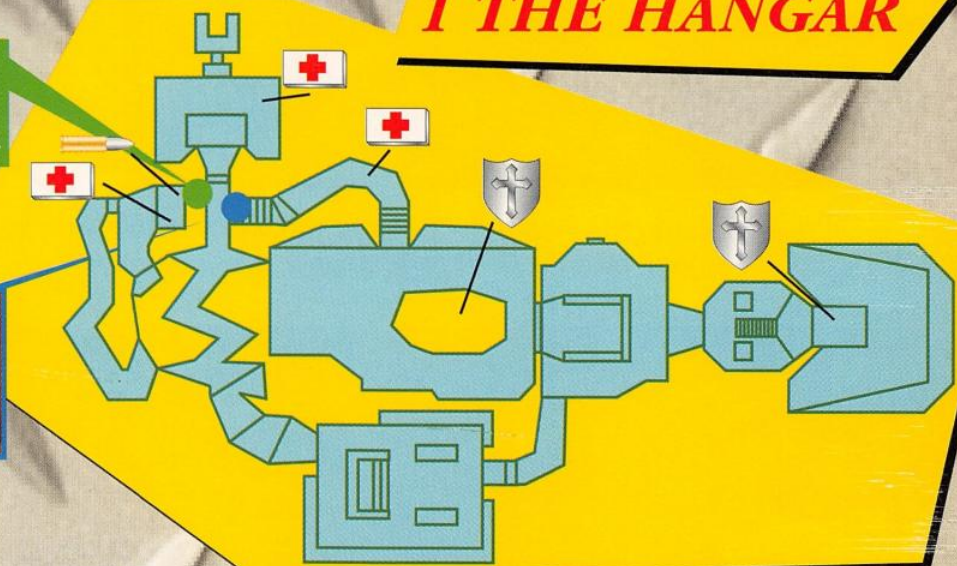
We just couldn't resist it. After Yoshi and DKC2, we decided that it was time to venture into the bowels of Hell for some good honest violence with Doom, the awesome first person shooter that's set the standard for bloodlusts everywhere! Below lies the essential players guide to all seven levels of Scenario One - Knee-Deep in the Dead.

1 THE HANGAR

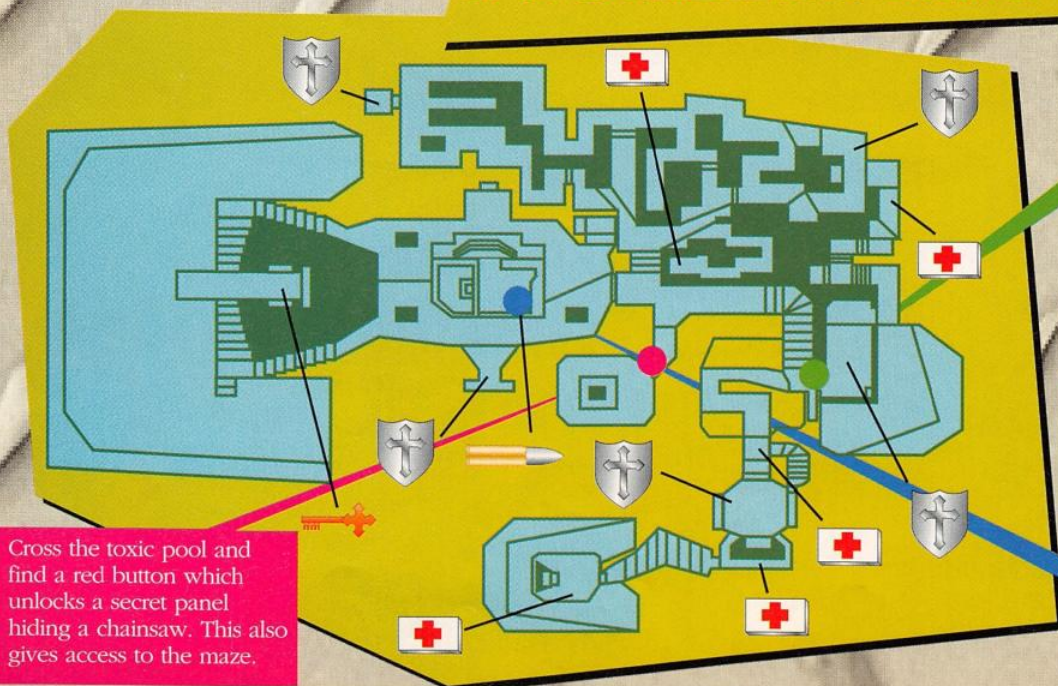
At the start of the zig-zag path there's a shadow which marks the way to a secret room. Here you'll be rewarded with the shotgun - every psycho's essential accessory.



This secret door leads out into a passage which takes you to the courtyard. Here you'll find the mega armour - a stylish and necessary aid to mass slaughter.



2 NUCLEAR PLANT



Cross the toxic pool and find a red button which unlocks a secret panel hiding a chainsaw. This also gives access to the maze.

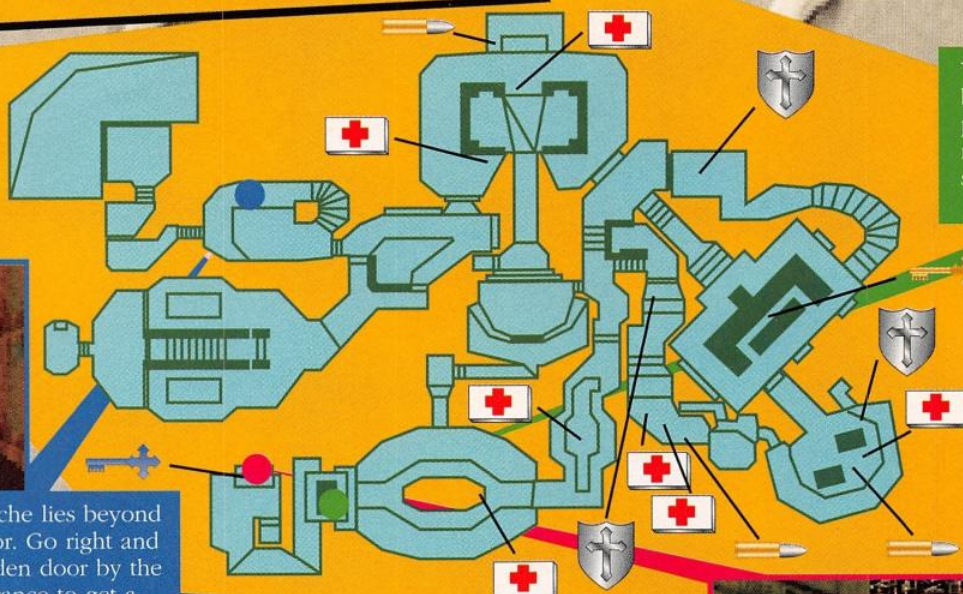


Go up the stairs from the red door. To the left is a bright elevator. Watch out for an attack at the top, but you'll find a medikit and extra ammo.

If you missed the shotgun from the first level, go forwards and immediately left from the start, where you'll find another.



3 TOXIN REFINERY



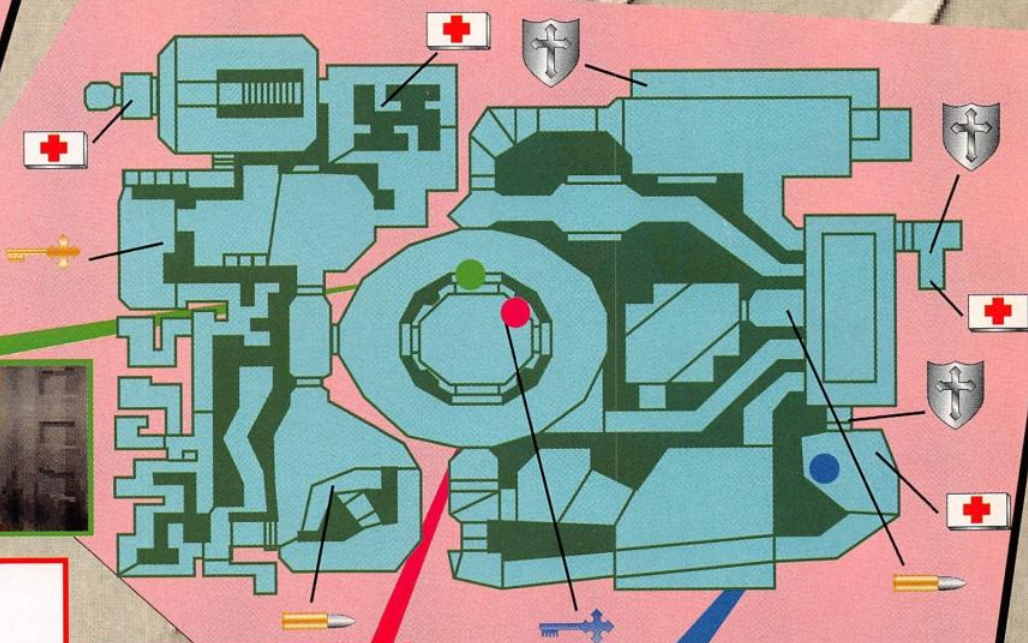
You'll discover a red button in the toxic waste pond near the blue key room. Hit this to reveal a set of additional supplies.

A hidden cache lies beyond the blue door. Go right and find the hidden door by the corridor entrance to get a chainsaw, rockets and health and armour bonuses.

It suddenly goes very dark when you grab the blue key. Be prepared for an attack from all sides!

4 COMMAND CENTRAL

The Command Centre is a confusing place. A backpack behind the left wall near the start will let you carry extra ammo. Many passages are flooded with toxic waste, so the radiation suit will be a necessary addition. Find it near the central core. Things will look a little green with the suit on, but you'll feel a whole lot safer.



Another essential piece of equipment is the rocket launcher. This is hidden next to the blue key in the central core.

To get to the upper level you must hit the switch and make a dash for the elevator. Miss it and you'll have to begin the stage all over again.



ITEMS



WEAPONS



MEDIKIT



ARMOUR



RED KEY



YELLOW KEY

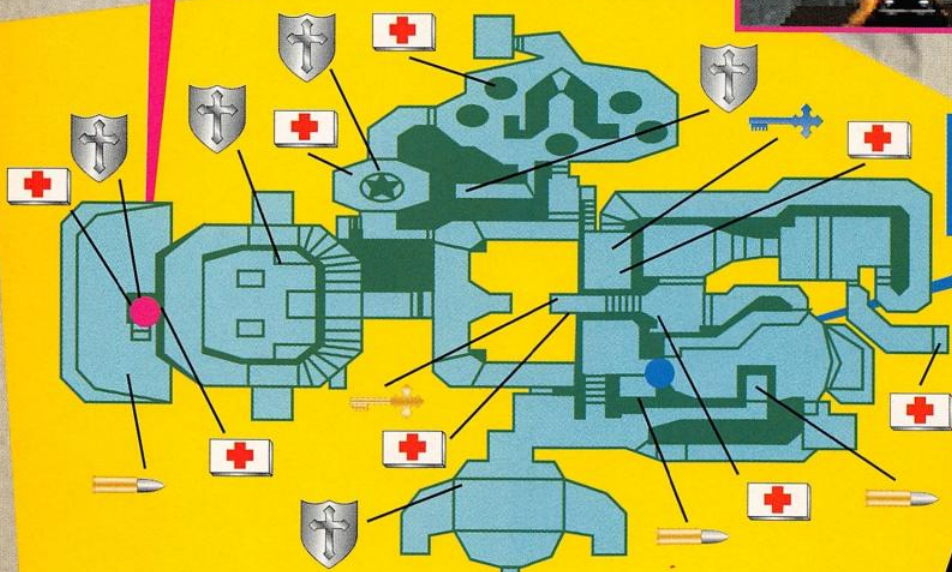


BLUE KEY

Tips & Tactics

5 PHOBOS LAB

Behind this medikit is a door that conceals a shielding suit, a chainsaw and a soul sphere. You'll probably look stupid, but stupid's better than dead!

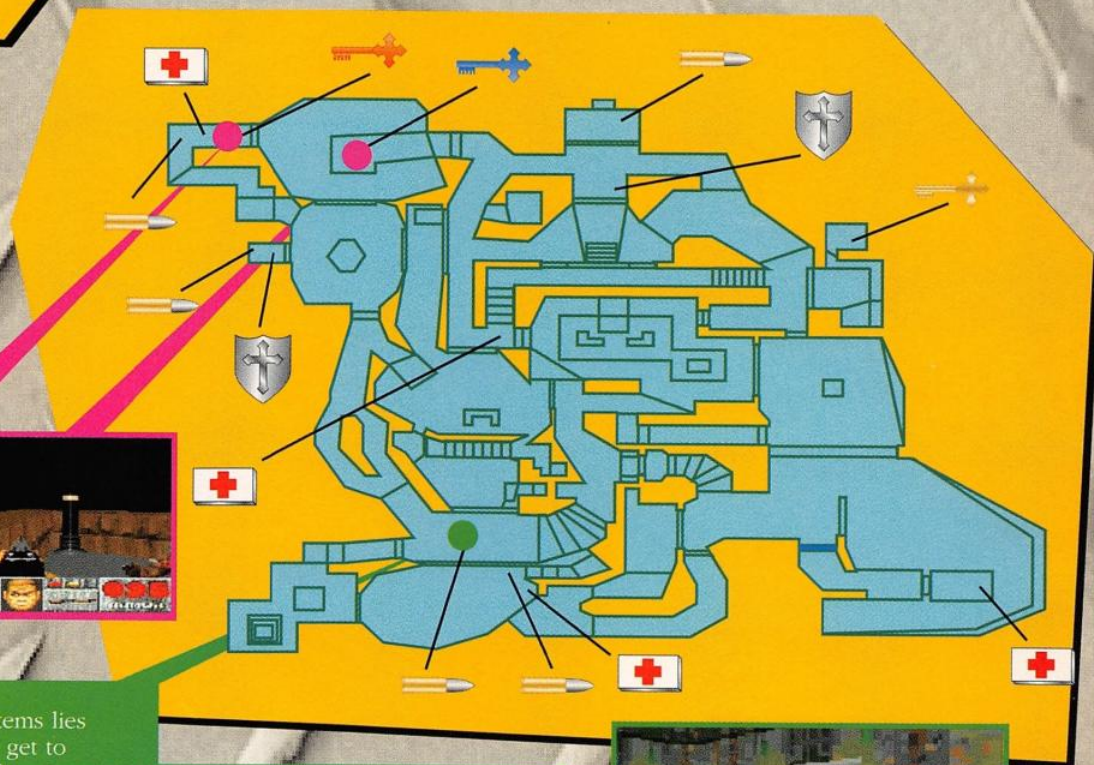


Just behind here you'll find a hidden door. Armour, health bonuses and a shotgun can be found there.



6 COMPUTER STATION

The most important, and most difficult thing to do here is get the blue key from where it's blocked by the red door. First find the red key and then you can get through the blue door which is bottom right on our map.



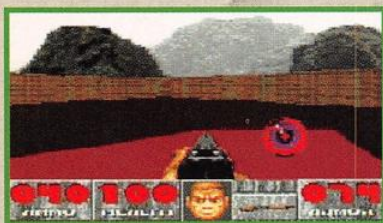
Another good supply of bonus items lies hidden behind the wall here. To get to them shoot the former marines then jump up on the central column that rises and falls. At the top of its rise hit the red button, then drop down and make a dash for the supplies. There's a soul sphere, medikits and extra ammo.



7 PHOBOS ANOMALY



As soon as you exit the main block there are two barons waiting to give you hell. Use the rocket launcher to send them beyond the grave. Get as far away from them as possible, dodge left and right, and shoot from a distance. Explore the star area. There's a partial invisibility bonus on one of the star's points.



This level's riddled with demons. Use the chaingun to blast 'em in every chamber you explore. In the chamber to the right of the entrance corridor you'll find a computer map to guide you.



MASSIVE ATTACK

General playing tips for the tough at heart.

Keep your ears peeled. Sounds give clues to switches and approaching hellspawn. Sometimes it's better to play with the music turned off.

Keep near to walls and dive into recesses for extra cover when you're under attack. Don't be afraid to back off if the enemy vermin get too plentiful.

Use windows and balconies to your advantage. You can shoot them but they can't shoot you.

Use the maps to help keep you on line. In some levels it's easy to get too caught up in the carnage and get lost.

Don't forget to make good use of the top two buttons to dodge left and right when you're under fire from fireballs, plasma shots and general mayhem.

There's a limit on what you can carry, but find the backpack in Command Central and you can lug all you want.

Look out for wall panels that are coloured differently, they often conceal secret passages and chambers.

ITEMS



WEAPONS



FIRST AID



ARMOUR



RED KEY



YELLOW KEY



BLUE KEY



Tips & Tactics

Part 2
of our
Players
Guide
next
month

ENZO'S ESSENTIAL
GUIDE TO THE WORLD
OF JAPANIMATION!

anime action



3x3 Eyes - 16 or 300?!

3x3 EYES

Out this month to buy on video is Part Three of the 3x3 Eyes series. The stories follow a 16 year old girl named Pai and her close friend Yakumo. Although Pai appears to be 16 she is actually over 300 years old (I went out with a girl called Monica once...) and is the sole survivor of an ancient race known as the Sanjiyan Unkara, or the Three-Eyed Ones. Initially Pai is unaware of her past identity and appears a normal girl but she meets up with Yakumo Fuji, whose father had promised to help Pai become human, and her adventures really begin. She joins souls with Yakumo, her powers are reawakened and her hidden third eye opens...

A series of OAVs have been produced following Pai and Yakumo but this one, Part Three, is available in May for \$20 and has a running time of 45 minutes.



3x3 Eyes -
The many
faces of Pai



SHORT STORIES

TERASAWA ON CD-ROM



It's been announced that plans are underway to release a series of Takeru titles on CD-ROM for Mac and PC. The first title, about the futuristic figure created by Buichi Terasawa, is planned for the end of the year and is likely to be called Takeru: Letter of the Law. More news as we have it.

TIME OUT FOR GODZILLA?



The release of the latest big-screen Godzilla movie in Japan could well be the last. Godzilla vs. Destroyer is a typical Godzilla adventure with the Destroyer (the result of a secret wartime genetics experiment) wreaking havoc and doing all he can to rid the world of the big G. Could this be the end? Watch this space!

ALSO...

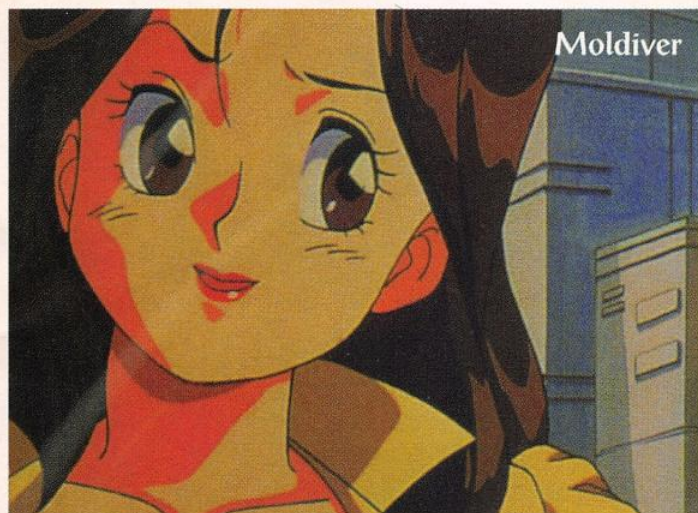
Also available in May is Part Two of the Mad Bull 34 series. This is a fairly adult video but if you're old enough and you're into lots of blood and carnage it'll cost you \$20 and runs for 50 minutes. As well as this there's a planned re-release of Gunhed. This is rated M and costs \$25.

GIANT ROBO

Parts 1 and 2 of the Giant Robo OAV series are also out this month. Released on one 60 minute tape costing \$25 they tell a futuristic story of an international crime syndicate Big Fire who are scheming to take advantage of mankind's complete reliance on a new "perfect" energy source known as the Shizuma Drive. Of course, there's also an international police body trying to stop them! Further instalments are due for release in July and September.



Giant Robo



Moldiver

AUSTRALIAN PIONEERING

For those of you who've been searching for Pioneer Anime on video over here, then search no longer. Pioneer have recently struck a distribution deal with DIA Multimedia Distribution and plan to release a range of titles in the future. While a lot of the Anime available here is rated for older age groups, the titles DIA have for release are aimed much more at a family audience. The first two, originally scheduled for February but running a bit late, are Tenchi Muyo Vol 1 and Moldiver Vol 1. They'll be available for \$29.95 each and when the release dates are confirmed, we'll let you know.

Tenchi Muyo (G) follows the exploits of high school student Tenchi whose ancestors are a royal family who travelled to Earth from an alien planet many generations ago. After accidentally awakening a demonic alien called Ryoko who's soon joined by other alien women, Tenchi's troubles really begin as the women start fighting it out to win his affections! I know just how he feels.

Moldiver (PG), meanwhile is a light-hearted tale that pokes fun at all those 'invincible powersuit' stories. An inventor called Hiromi has created a new suit known as the Mol-Unit with the intention of doing good deeds and saving the world! The only minor problem with this plan is that when the time limit runs out on his suit it disappears leaving him naked! Helped by his friend Marai, who renames the suit "Moldiver", the stories follow their amusing adventures. Worth a peep.



Tenchi Muyo



CLUB SCENE

I've managed to get hold of some contacts for local Anime and Manga fan clubs around the country. If you know of any others I've not included then send me the details by post or email (addresses on the Mailbag page) and I'll publish them for all to see.

ACT

Canberra Anime Society

The Canberra Anime Society meets for screenings every three weeks at the University of Canberra Union Theatre.

There was no confirmed screening details as we went to press but David Geeves has given me an idea of what we can expect this month at the University of Canberra Union Theatre. Screening dates are 4th and 25th May and titles likely to be shown are the Patlabor TV series and Legend of the Galactic Heroes. They're also hoping to get hold of the great new TV series Fushigi Yuugi and they've recently acquired Armitage III part 4 LD. As usual, the cost of each screening is \$4 and if you want any further information you can contact the Society by writing to David Geeves at PO Box 89, Scullin, ACT 2614 or you can check out their World Wide Web page at <http://www.spirit.com.au/~blb/cas.html>.

VICTORIA

Melbourne Anime Society

The society meets every second and fourth Saturday of the month from 1pm to 6pm to watch Anime, talk, and read Manga. They don't schedule specific things to view as they like to show whatever they can get hold of but titles in the offing over the coming months or so include Irresponsible Captain Tylor, Marmalade Boy, Nadia of the Mysterious Seas and Legend of the Galactic Heroes. Annual membership is currently \$36 (half price if you're a student) and this includes borrowing rights of the society's loaning collection. More info from Robert Thompson at PO Box 247, Glen Waverley 3150 or email at Robert.Thompson@dbce.csiro.au.

QUEENSLAND

Anime Australia

Based in Brisbane, the club meets on the first Sunday of every month at 10.30am at Floor 2, 99 Elizabeth Street, Brisbane. Annual membership is \$5 and each meeting costs \$2. Their postal address is PO Box 464, Toowong, Qld, 4066 (email - adathono@cc.uq.oz.au).

WESTERN AUSTRALIA

Japanese Animation Fans of Western Australia

JAFWA meet every Saturday between 5.15 and 10.15pm (except for the first Saturday in the month) at the Simmons Lecture Theatre, University of Western Australia. Admission is \$3 on the door and you can find out more from Tom Edge at 38 Dilkara Way, City Beach WA 6015 or Michael Beckmann at PO Box 801, Fremantle WA 6160. JAFWA also have a great Web page and you can find it at <http://www.iinet.net.au/~gmb/jafwa.html>. There's also an FTP Archive where you can download stuff (<ftp://iinet.net.au/pub/art/anime>).

TASMANIA

The Tasmanian Anime Society (TAS)

The contact here is Dean "Dinol" Prenc at 33 St George's Terrace, Battery Point, Hobart TAS 7004. You can ring him on (002) 248412 or email him at deprenc@postoffice.utas.edu.au.

INTERNATIONAL

Anime Hasshin

One of the world's best international Anime clubs has recently changed its address. Anime Hasshin can now be contacted by writing to Lorraine Savage, Anime Hasshin, PO Box 5121, Manchester, NH, 03108-5121, USA. If you're already a member then doubtless you'll have already been notified but if you're interested in joining then contact the new address.

PRIMAL PRIZES!

PRIMAL RAGE COMPETITION WINNERS

We've had a huge response for our Primal Rage competition in the March Issue. Thanks to all of you who entered and better luck next time if you're not one of the lucky 12 listed here.

BRIJLATA CARROLL

Lorne, Vic.

ANDY CROKETT

Bayple, Qld.

TYSON GURLEYEN

Sydney, NSW.

CARLO GEBILAGIN

Bossley Park, NSW.

TOM GIBLIN

Hobart, Tas.

HUGH WILLIAMSON

Melbourne, Vic.

JOHN TAYLOR

Kincumber, NSW.

JORDEN SMITH

Warragul, Vic.

BRENDON LEES

Mt Isa, Qld.

K. WRIGHT

Rose, NSW.

DANIEL CASS

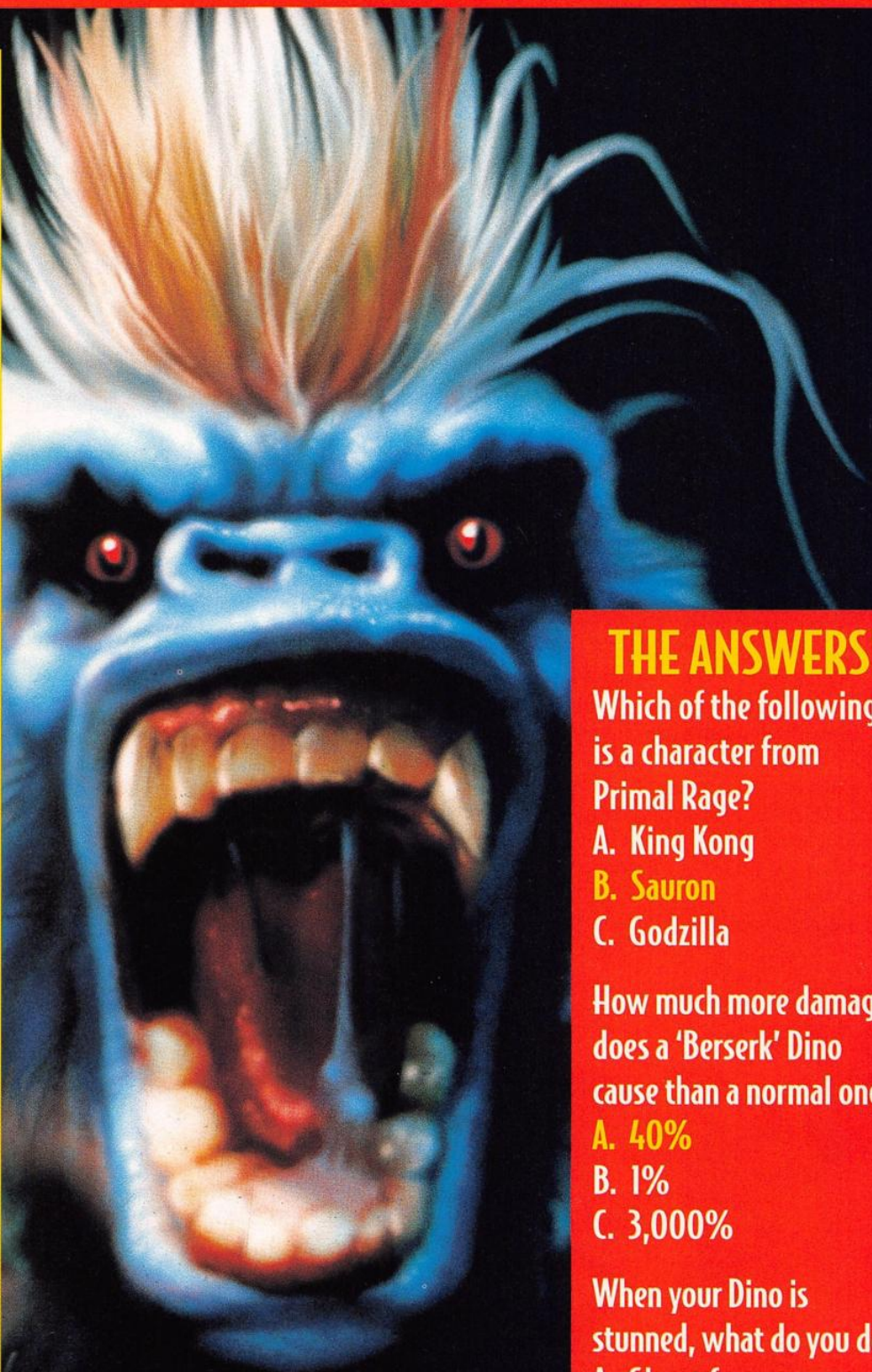
Loxton, SA.

ALAN GEDDES

Geelong, Vic.



Primal Rage is exclusively distributed by Metro Games



THE ANSWERS!

Which of the following is a character from Primal Rage?

- A. King Kong
- B. Sauron
- C. Godzilla

How much more damage does a 'Berserk' Dino cause than a normal one?

- A. 40%
- B. 1%
- C. 3,000%

When your Dino is stunned, what do you do?

- A. Shout for your mum.
- B. Panic.
- C. Press left and right quickly.

Available soon
on SNES, Game Boy
and Megadrive

GET WORMS



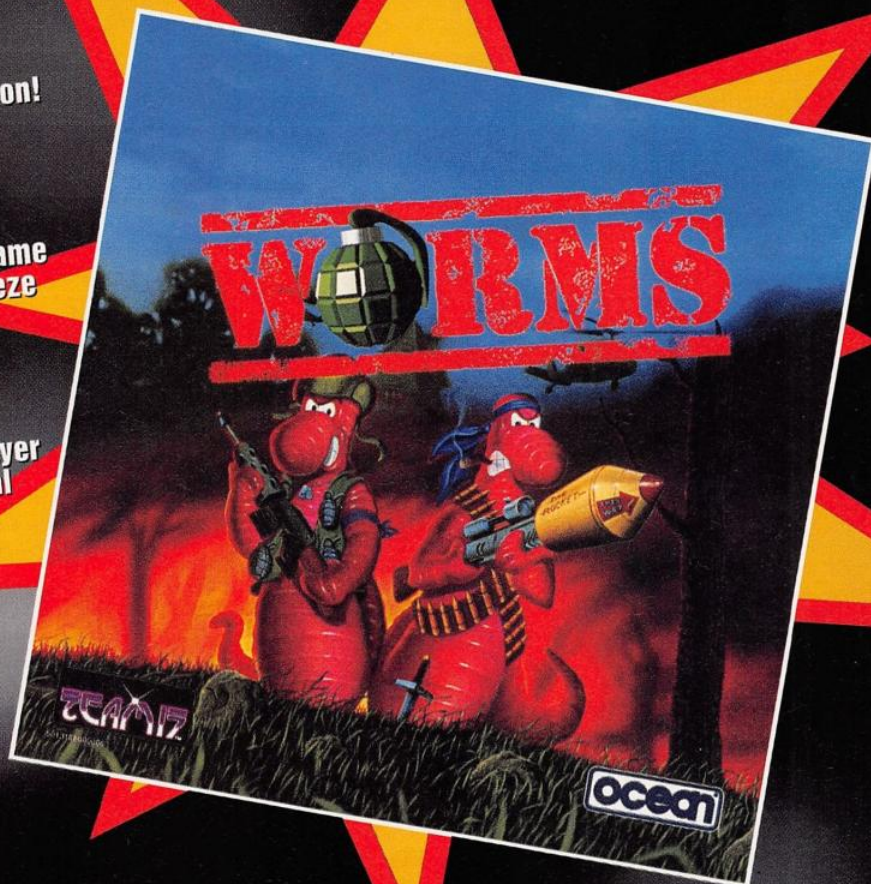
Over 4 Billion levels of
unbeatable arcade action!



Cherish your Worms, name
them, hear them, squeeze
them tight.



Spectacular 1 to 16 player
gameplay-it's the social
event of the decade!



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**ROADSHOW
NEW MEDIA**

Mayday Mayday Mayday! Man the boats and think of your mother! Things are revolving in the everlasting cycles of functional adaptation. Familiar things turning brown and fragrances taking on new and different properties.

Still I get letters from afar, and the pigeons send their best regards to you all from their loft. Time for my soup and medication now!

FART

I've been reading your mag since issue #1. My opinion on it is that swearing has built up. In the present issues there's too much swearing. Especially the word CRAP! Now I've seen 7 year old people reading NMS at school! Don't you think it is a bit too much? Don't you think they're being influenced a bit?! Well the swearing doesn't matter to me. But just for those little kids who read NMS. Another thing, those stupid, lame games that you review. Like back in issue #33, Batman Forever got 15% overall! Like we want to know about those @\$&*\$@ games! It is just a waste of a page or two. Yours fartfully,
Adrian Zalovic, Wareton NSW.

We only review games that are... cra... Cr...p, Cr... (I can't bring myself to say it!) to make you swear. We get a perverse pleasure out of it.

SHI%%@

Greetings Les,
The name's Simon but to you it's Beast. Well done, I see you've got rid of that loser Fat Boy. Has he left the magazine or just isn't he doing Mailbag any more? And another thing, what the hell have you done to the poster in the centre? It's shrunk and it's got shitty-looking pictures on 'em! If ya gonna change the poster, make 'em bigger and put a lot better pictures on 'em like some of the X-Men or a Spiderman poster. Something good anyway. That's all from the Beast until I've got another complaint. Simon 'Beast' Heazlewood, Melton, Vic.

Was that swearing I heard Beastly? Fat Boy was made into a cake of very fine grade soap, and distributed to the poor of New South Wales from a truck with a low axle. Take a blink at our poster of B.Orchid. Wouldn't you rather have her in all her gorgeousness than something bigger but less green and orange? How many walls have you got anyway?

BOOOM!

I am Nintendo's biggest fan. I have a Game Boy and I've been begging mum for a SNES and I also have a Sega... No! No! Wait, don't stop reading! It is gathering dust in the cupboard and tomorrow I'm dropping it off the nearest cliff I find then... BOOOM!
I have Primal Rage, Gargoyle's Quest and Warioland for my Game Boy. I love MK3 even though I've never played it because in Timezone or at the arcade there's usually a line a mile long to play it. Oh, and by the way, please print my letter because I'm totally unpopular and it would totally make my day.
Ashley Darch, WA.

What an honour it is to meet Nintendo's biggest fan at last. And so unpopular as well! Never mind Ashley, stay in the queue and you'll attain your goal at the arcade one day. Don't forget to go home at night though!

mailbag



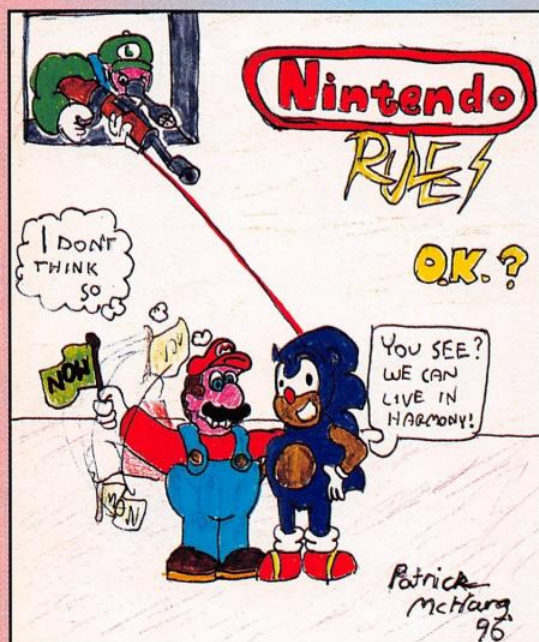
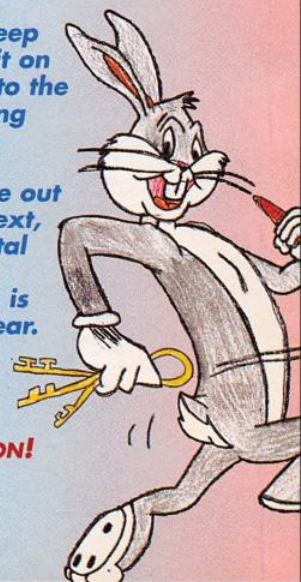
MAD AND BAD

I am mad about my SNES and as my brother buys all your mags I usually read them before he does with this special method called bribery.

Anyway, I was wondering if the Pinocchio game is out yet in Australia. I was going to tell the whole of Australia that in MK3 the best player is Sub-Zero - he is the best guy. My cousin even had a crush on him (you can't really blame her though can you?). Will there be another Mortal Kombat because I'm getting addicted? MK3 rules. So does NMS! See ya!
Olivia Downer, SA

Buy your own copy you stingy ape! Then you can keep this and frame it on your wall next to the vast and stunning posters we give away! Snort! Pinocchio will be out this month or next, & Ultimate Mortal Kombat for the SNES & arcades is due later this year.

**GET A MOVE ON!
ACEMAN #2.**



IT SEEMS THAT LAST MONTH'S RUMOURS OF A LOVE AFFAIR BETWEEN MARIO & SONIC TURNED OUT TO BE ONE OF MARIO'S CUNNING TRICKS, AS PATRICK MCHARG REVEALS!



MAKE MY DAY PUNK! AND PERHAPS MY LEGS WILL GROW. SO SAYS BURGO FROM MUSWELLBROOK, NSW.

ANOTHER LOVESICK LETTER

I have a very unusual problem. You see, ever since I played Mortal Kombat 3 I have been madly in love with Sonya Blade. Her real name is Kerri Hoskins. I know that I am only 12 years old, but I think of her every day. I fantasise about marrying her and having a bunch of little Sonya Blades running around in little green tights. I know I would make a good husband. If I didn't I know she would give me the kiss of death or something. We could grow old together, sit on the front porch and hold hands while we compare dentures. Life would be wonderful if I could just marry Sonya Blade!

Ben Bloomfield, Donald, Vic.

Maybe you should get together with Olivia.

I fantasise about baths full of banana-flavoured custard myself, but there's no accounting for taste.

SISTERS OF MERCY

I'm having some problems with my SNS - Super Nintendo Sister! She's six years old and won't get off my SNES. She saw me playing Mario Bros. 2 and she said 'HMMM that looks good!' And now when I go to play it I can't get her off. AARRGG! How can I get her off? Richard Clements, ACT

Go outside, get a long plank of wood, a length of string, some small nails and a hammer. Now fix the string to one of the nails, wind it round the plank and hammer in the remaining nails at regular intervals along the length. Repeat this several times to keep yourself busy until she's completed the game. Then go out and buy her a Game Boy for Christmas (it should be about Christmas by then).

SIMON SAYS 'BYE SONIC'.



HUNDREDDZ

Your magazine rating is 100% and it needs more % rating to reach its climax and I think it will come from printing out the total solution to Mortal Kombat 3 and Doom on SNES. Pretty please! NMS Supporter, Rosyn, Tas.

I reached a world-record 127% climax on Thursday the 43rd of October 1599, when I played Doom to its conclusion with the aid of a bottle of washing-up liquid and a Snickers tied to my inside leg. Turn to Skull's MK secret bit and to page 50 for our player's guide for Doom. Have a Snickers ready!

BNSC

Hi, how's everyone out there? The name's Sash, and this is my first message on e-mail and I'm into Nintendo. I can't wait for the Ultra 64 to come out. Do you guys out there have any juicy goss on the subject? If so send me a message or something 'cos Nintendo's my favourite subject. I'm actually doing a degree in it, here at Otago University, in New Zealand. It's called Bachelor of Nintendo Science. I get your magazine every month. Well, must rush, got things to do, people to see, games to play, you know how it is... sasha.nixon@stonebow.otago.ac.nz

What a lovely name. What lovely typing! What?! Oh yes. Take me to your leader. The latest on the Nintendo 64 is that it's not called the Ultra any more, but that's old news, isn't it?



OL' JIM-JIM BARES HIS TEETH. DANIEL WHITWORTH, MANDURAH, WA.

THAT'LL WARM YOU UP! TONY QUATRUCCI, VIC.



"Antelopes breathe against the slight, slender bodies of the Siren's attendants. Softly, the postman enters on a swan..." - Les.

**Write your stuff to Les at:
NMS, PO Box 14225, Melbourne,
MC Victoria 8001**

**email:
catalyst@popmail.dircon.co.uk**



SEND YOUR NASTIER
THOUGHTS AND VAST
QUANTITIES OF
MONEY TO...
SKULL, NMS,
PO BOX 14225,
MELBOURNE,
MC VICTORIA 8001

Go on then, guess! Who
am I supposed to be then?
Pah! What do any of you know
about liquid digestion and the man
behind the mask? You can keep
your puny guesses to yourselves.
just send me some chalky
tablets and the usual garbage!

THIS PAGE BELONGS TO..... Skull

For the 64th time

Sorry to keep blabbing on about it,
but I've read every soddin'
magazine for the past few months,
and I still don't know when, what,
why the Ultra, or Nintendo 64 is
coming out. Can someone there
give us the low down in a few
straightforward facts, without all
the balony. I want to know...

so please do
me a favour and tell it straight.
Bozz, WA

OK Bozz, I'll tell it like it is, 'cos you're
not the only one still waiting and
wanting and having their questions left
hanging. We've had quite a bag full of
queries over the past months, so I'll try
to answer the majority of sensible
questions from all of them. So here's
the facts:

1) The N64 will be 64-bit. The Saturn
and the Playstation are both 32-bit.
That makes the 64 more than twice as
powerful and able to handle better
images faster.

2) The 64 will have cartridges for
games, not CDs.

3) The 64DD will allow you to save
games at certain points,
and fully customise all
your game set ups.

4) When's it gonna be
released? Not today, not
tomorrow. "Late fall"
say Nintendo. It'd better
be here before Christmas!

BARTHOLEMEW
HOKYLOOGIE.
MAKES YOUR EYES WATER!

Sonicbustin'

To the All Mighty Skull,
I am a loyal N.M.S. follower and
enjoy killing Sonic and his mutant
friend. Now to my first question.

1. I have discovered that Sonic is
living underground in my back
yard. I have 3 plans to get rid
of him.

a. Let lose 100 cacodemons, 100
lost souls and 2000 imps in his
lair.

b. Pour 20 tons of acid into his
lair.

c. Hang him, and cut off every
one of his limbs with a blunt
knife.

Which one should I do?

2. Can you print the codes for
these games. Doom, Mario Kart
and Alien v.s. Predator.

3. Which game would you suggest
to get: Yoshi's Island, any Mortal
Kombat, Secret of Mana and Secret
of Evermore.

Thanks

Steven Draper, Heathridge

1) Recent research has shown that
Sonic can be most easily flushed away
by pouring salt over his shoulders, or
by dipping any part of his anatomy in
a bowl of fresh eucalyptus water.

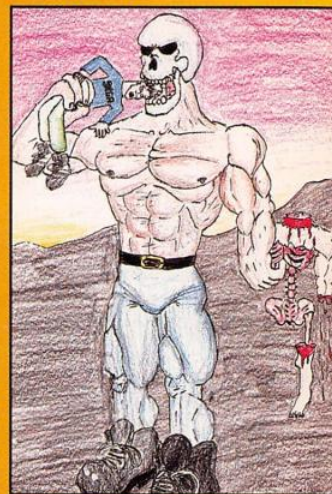
2) Codes for Doom are like fnagian
crystals, but take a blink at the first
part of our level guide on page 50.

3) You could read the Yoshi guide and
get that, then cheat. or... Oh hell, I
don't know!

I had a clear out last week and found
several crap records and tapes from the
eighties that no-one ever liked and no-one
wants any more. Bits of useless plastic with
appaling tunes on them, just hurting to be soiled on
the midden heap of death that the garbage men build
every day. So I kept 'em. And I played 'em. And I
played 'em to my whole neighbourhood, LOUD!

I had a few complaints. I think it was the Bee Gees
that sparked it off, but it served them right. I happen
to know that my neighbourhood was personally
responsible for getting Stayin' Alive to the top the first
time around. Subsequent attempts to revive it very
nearly left us all humming and tapping unnecessarily
throughout the eighties.
What do you expect from
old hippies and sad dance-
hall freaks?!

PLAY IT LOUD!



MEATIE!
RICHARD LAUCH,
BONNYRIGG.

Smelling mistake

To the Famous Lord Skull,
I am writing to you for the
answers to some very important
questions that I and my friends
have been trying to find out for a
long time.

1) When will Mario Kart 2 come
out on the SNES?

2) How do you save games on
Earthworm Jim 2?

3) Is Michael Jackson a barbie
doll?

4) How come Rayden isn't in MK3?
Thankyou Lord Skull
From Pickles, Mildura Vic

Get the spelling right! It's SKull, ok?

1 - Dunno yet. Super Mario Kart classic
edition is due for release in the US
along with 5 other classic games.

2 - Collect the three flag icons in each
level to get the passwords.

3 - 'Course. They were goin' to do a
Barbie of me but couldn't flesh it out
well enough.

4 - 'Cos he's too old and crabby! Know
what I mean?



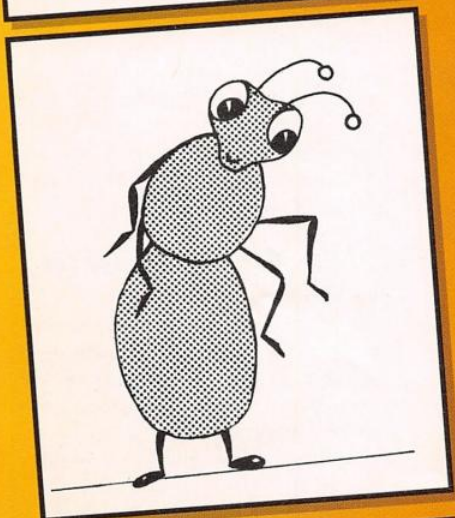
THAT'S MY DEAR OL' MUM THAT IS. SOB!
TONY PAGLIA, VIC.

Go to the shops!

Dear Lord Skull,
My name is Darren and I have just discovered your great magazine. A couple of months ago you said that you need a special cartridge for the Action Replay codes. I was wondering if you need a special cartridge for the Action Replay codes on "Battle Toads in Battlemanics". If so where can I buy one? Can you please tell me some more cheats for "Battle Toads in Battlemanics". Also where can I buy a game of "Indiana Jones and the Last Crusade". My computer is a Super Nintendo.
Thanks Heaps
From Daza, Burnie, Tas.

So a couple of months ago I said you need to buy an Action Replay to be able to use the Action Replay codes, and now you're wondering if you need to buy an Action Replay to be able to use the Action Replay codes. I reckon you need to buy an Action Replay to be able to use the Action Replay codes. We don't carry any ads for Action Replay, but keep an eye on the Swap & Sell pages for games you can't get hold of.

Ant Of The Month



Slant

Whaaah!

Dear Mr. Skull,
I am a fan of the Zelda series and was heartmoved by the ending of Zelda IV: Link's Awakening, in fact I couldn't help but let out a tear as I saw all those familiar friends disappear into oblivion. I can't help but wonder was it the right thing to do by ending the game. I want to know if there will be a Zelda V, personally I think there should not be another game after Zelda IV's story line. I wish to thank all the people involved in the production of this game, it was the most pleasurable game that I have ever played. Thank you once more.
Wise Owl, Koholint Island.

Why not wait for Zelda on the 64, and play it in propa luvliness?!

IS THAT S'POSED TO BE ME?
B HANSEN,
KANGAROO VALLEY.



Mental Kombat

Dear Lord Skull!
1. Will Ultimate MK3 be released on the SNES and how much will it cost?
2. I am looking for a hard game to crack. Because all of the games I have I have finished.
Adam Loudon, QLD.

Yup, Ultimate MK3 will be out on the SNES in late '96.
What about Doctors and Nurses?

Pets' Corner

Hounds From Hell!

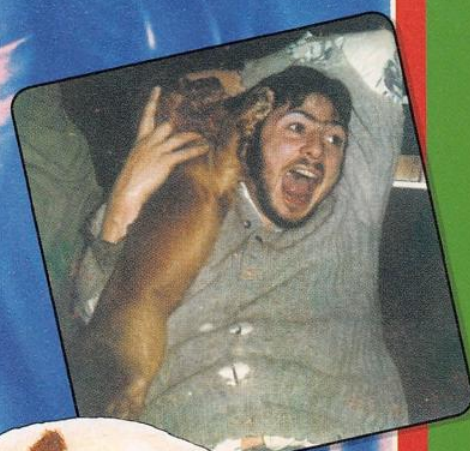
My favourite bit of Earthworm Jim 2 is where those poor sad puppies are thrown from the window and splatter themselves so artistically on the floor below. Always worth losing a life to watch that, I reckon.

As a questionable treat I've been delivered of some especially mean puppies of my own (my talents are without number) and have set them upon the communities of several deserving coastal towns. Evidence of these terrifying creatures is just beginning to filter through, and I have been passed a photo of my canine spawn devouring passers-by in a frenzy of salivating hate.

Nick Gilchrist of Oberon NSW sent in a piccy of my old pet 'Scalp'. He's the one Alice Bluebutt told me was safe! Hello Nick's Dad!

Be careful if you walk the streets after dark, the Baskerville Bloodsuckers are out there in the shadows, teeth bared, claws nicely polished, and they're hungry, hungry like a mutt!

Ant of the Month is Anthony, who's a bit that way inclined!



Tips & Tactics

Post or Email your tips and we'll publish all we can. We can't always guarantee they'll work as we can't always test them out in time, but that's the fun of failure.

More and better Tips and Tactics from the Game Gurus at Nintendo and our own dear Skull. Send your Questions, Tips, and unwanted bars of chocolate to:

**TIPS & TACTICS,
NMS,
P.O. BOX 14225,
MELBOURNE
MC VICTORIA
8001.**

SUPER NES

AXELAY

Infinite Lives

First pause the game, then unpause it and pause it again. Now press Select, Up, Down, Left, Right, Y, B, A, X. Unpause the game again and if the screen shows 'Mutek' where the lives were, the cheat has worked.

Level Select

Once the Start message comes up on screen, press Up and Down a few times to activate the cheat.

ALIEN VS PREDATOR

Secret Options

On the intro, at the point where the girl is turned to stone, press Start. Press and hold the L button and Right, then press X and Start again. If it's worked, the Secret Options screen should appear.

BLAZING SKIES

Power Up

Select the Continue Game option, then go to the end to power up that French air ace, Marcel Le Blanc!

CARL RIPKIN JR

Championship

To get to the finals of the championship, enter this code:
RCCJKJBDSPKDGGGFFRC

DESERT STRIKE

Passwords

Mission 1 - 3ZJMZT7
Mission 2 - K32L82R
Mission 3 - JR8P8N8
Mission 4 - F9N5CJ8
Game Over - 99P55LM

FACEBALL 2000

Cyberscape

Get to the title screen and hold down the L and R buttons. Now choose your preferred play mode whilst still holding these buttons. The new Cyberscape option should appear. This features plenty of new villains and a split screen for two player mode!

FLASHBACK

Passwords

Level 2 - JWLYX
Level 3 - RSVP
Level 4 - DXCPT
Level 5 - SLMN
Level 6 - ZTHRK
Level 7 - CRLQXZ

GODS

Passwords

Underworld - BMH
Labyrinth - MGB
Temple - SD1

THE HUNT FOR RED OCTOBER

Soundless

Press and hold A and B and press Up and Down at the same time. You should be able to become soundless 25 times.

Level Select

Simply pause the game, and press Y 8 times.

THE REN AND STIMPY SHOW

Level Select

At the start of the game, as the 'Veediots' screen appears, enter L button, R button, A, L, R, L, B, R and finally X. You must finish the code before the logo has formed or else the cheat won't work.

LEMMINGS

Level Codes

	FUN	TRICKY
Level 20	RMHOGBZ	XTMWFLP
Level 21	ZXBLWZK	FLMTVPM
Level 22	HTLDXLB	KSGVVWK
Level 23	ZDGHTWD	ZBPBXCT
Level 24	CFHXPSM	WHCHBQW
Level 25	PZBXCXB	LHDPGNN
Level 26	CWLGDDB	HVLXXTH
Level 27	WDNLSMJ	STVNDPK
Level 28	WDZWWCB	JFTQVSX
Level 29	WXBRTMV	SKKWSZZ

ROCK 'N' ROLL RACING

Special Character

On the character select screen, press and hold the Select and L, R buttons. Scroll down through the characters whilst still holding the buttons until you meet Olaf the Viking!

Secret Code

To access a special level enter this code:
KHHSJ

STREETFIGHTER II

Character Endings

If you want to see the character endings without fighting at the most difficult settings, change to Championship Mode by pressing Down, Left Button, Up, Right Button, Y, B, X, A at the start. Now, all you have to do is set the difficulty to level 2 and defeat M. Bison. Just after you've beaten him press the Right button and start to view the character's ending.

SUPER MARIO KART

Time Trial

In two player mode, select the Time trial option and go to the character select screen. On controller 1 press and hold Y and A, and on controller 2 press Y. You should now be able to select a computer character to race against!

YOSHI'S COOKIE

Extra Levels

Go to the option screen and turn the music off. Now set the round number to 10 and select High speed. Just press and hold Up and then hit the Select button. This should change the round number to 11 and you can change any option you wish!

Nintendo® Game Gurus



Q: How do I defeat the Wraith in Shadowgate?

A: You must use a lit torch on the strange torch. To do this, point the flame of a burning torch on the strange torch and then simply show it to the Wraith.

Q: Where do you find the Tickets in Shadowrun?

A: The first thing to do to get the tickets is to go to the Grim Reaper Club, talk to the barman to get some Ice Tea. Offer this to the Club Patron sitting at the table, talk to him and he should give you the Keywords 'Grinder' and 'Lonestar'. Once you have these exit the club and go and see the Business Man in the Red Brick Building, ask him about Lone Star and he should offer you a Lone Star Badge for 150 nuyen. Buy the badge and equip it, also, make sure you are wearing the Shades. Once you have done all this make your way to the morgue, talk to the Morticians and ask about the Grinder, they should then let you search the filing cabinets – there you will find the Tickets.

Q: How do I get through level 3-4 on the Lost Levels?

A: This section of the game is a continuous maze, the only way to solve it is to turn up your T.V. so you can hear the game clearly. Work your way through the Maze, if you hear a Buzz it means you have taken a wrong path, so next time around try a different path, if you get a Bell sound you have gone the right way. Continue doing this until you get to the end of the level.

Q: How do I get to the Sky Stage in Killer Instinct?

A: While on the 2 Player character select screen, have each player hold down on their Control Pad and then Press the Medium Kick Button when selecting their character.

Q: How do I defeat the Genie in Wario Land?

A: To defeat the Genie first pick up the Lamp by touching it, then while avoiding the Genie's attacks repeatedly throw the lamp, occasionally at random the lamp will land the right side up. When it does a cloud will come out of its spout, jump onto it and ride it to the top of the screen where you must jump off it and onto the Genie's Head. It will take about 6 hits on his head to defeat him.

Q: How do I defeat Birdo in Super Mario 2?

A: You must jump on to the eggs that Birdo spits out. Then while riding on the egg press the "B" button to pick it up, and then press "B" again to throw them back at him.

Q: How do I get to the Question Marks on the map screen?

A: To get to these question marks you need to get 100 Points in every stage on the world you are on, the two question marks will then turn into an extra stage and a bonus game.

Q: In Young Merlin how do I defeat the Spider and its offspring?

A: Stand below the nest and use your mirror to create a clone, then use the Snowflake on the nest about 1 to 2 times until it is frozen. Then quickly switch to your Silver Star and shoot the nest. Keep repeating this process until it is defeated, it will take about 10 hits.

Q: In Batman Forever how do I get down to the holes to get to the lower floors?

A: To get down to lower levels stand on the gap then press R and down at the same time.

Nintendo's own Game Gurus sit calmly amidst throbbing phones, all in the cause of saving brains all around the country. Below is a list of the FAQs they get blasted with most often, and to be especially nice, they've added the answers too!



Q: In Batman Forever how do I use the Grappling Hook to get up to the floors above me?

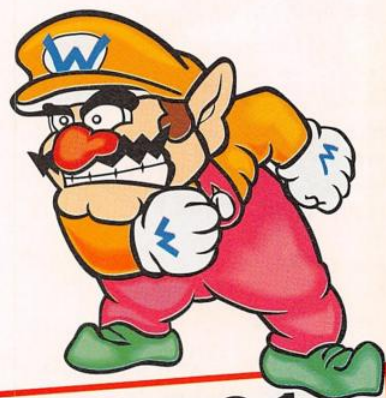
A: To use this Gadget press Select and the control pad. To release it press up on the control pad.

Q: What do I do at the sign that says "Curses to anyone that throws anything into my circle of stones" in Zelda 3?

A: Try throwing something like a rock, or a bush into the circle. This should disturb a creature that will give you the Quake Medallion.

Q: How do I defeat Trinexx in level 7 of Zelda 3?

A: To defeat Trinexx you must have the Fire Rod and the Ice Rod. To defeat him use your Fire Rod on the blue head to stun it, then use the sword till it starts to move again, then repeat the procedure. Do exactly the same for the Red Head but use the Ice Rod. When both heads are defeated use your sword on the remaining one.



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A higher rate applies to mobile and public phones.

Tips & Tactics

GAME BOY

DEAD HEAT SCRAMBLE

Level Select

If you want to play the game on any level, go to the title screen and press B eight times, then A eight times. Now just press B to skip the levels.

THE FLASH

Passwords

Level 2 - 23 DELIVERY
Level 3 - DENIM BLUD
Level 4 - TRACK 29
Level 5 - 99 PICASSO
Level 6 - INGOT LANE
Level 7 - 7th MARKET
Level 8 - TRACK 12
Level 9 - RUE IE DAY
Level 10 - TIN ALLEY
Level 11 - GORBY WAR
Level 12 - TRACK 66
Level 13 - FUN HOUSE

GHOSTBUSTERS 2

How to fight the Bosses

If you're fighting the Bosses, position the trap directly in front of you as this is invincible and makes you immune to their attacks. Now you can concentrate on shooting them.

KID DRACULA

Passwords

Level 2 - 5613
Level 3 - 3272
Level 4 - 7283
Level 5 - 5346
Level 6 - 7225
Level 7 - 5539
Level 8 - 7158

MORTAL KOMBAT

Fight as Goro

Finish the game and watch through the end credits. Once 'The End' appears, hold Up and Left on the D-Pad, A and Select. Hold on to these until the Enter Your Initials screen comes up. Put your initials in and then press A. If you press Start when the high scores come on, the screen will scream 'Goro lives' and you'll be able to play as the boss! Incidentally, all the other characters now have different names.

SOLOMON'S CLUB

Level Select

Level 1-5 RQJSJJJ
Level 1-10 RYSY?JJ?
Level 2-5 JZ4JSJJ
Level 2-10 6ZYSYJJ?
Level 3-5 CZZVJS08
Level 3-10 XZZ7SY88
Level 4-5 ?ZZ3VJS8
Level 4-10 VZZDYSYJ

SUPER MARIO LAND

Extra Lives

On the third level in the second stage the word MARIO is spelt out in coins. There's also a 1-Up life bonus nearby in the wall. All you have to do is collect as many coins as possible, then let yourself be killed by the next enemy. You should restart before you get to the coins, and simply repeat the manoeuvre. Your life should build up quickly!

TURRICAN

Become invincible

Go to the Title screen and press A, B, B, A, B, A, A, B, A, A. The Start screen should now change to the 'Cheat' screen.

NES

BUGS BUNNY

Passwords

Level 20 - ZTPX
Level 40 - TX9W
Level 60 - YTKW

CASTLEVANIA

Beating the final boss

When Dracula first appears in this level, go to the platform on the right hand side and whip him. This will kill him, but he will return to life in a different shape. Now go to the left hand side and use the whip along with any other weapon you may have!



DIRTY HARRY

Unlimited run

Go to the password screen and enter CLYDE. Harry is now unbeatable!

THE EMPIRE STRIKES BACK

Force Powers

To gain the full power of the force at any point in the game, press Start to call them up, then press and hold Right. While still holding right, press Select, Start, A and B together, then, B, B, Start, A, B, Start, B, B, Start to stock up on the power of the force!



GI JOE

Passwords

Mission 1 - PSON5XGZ4
Mission 2 - NSPN5DPZ
Mission 3 - N36HN5XGB
Mission 4 - 5369N5XGG
Mission 5 - DRBJOVD8H
Mission 6 - ZND39N5XF

LOW G MAN

Level Codes

Level 2: M1CH
Level 3: FLLF
Level 4: SCRD
Level 5: MP45



IRONSWORD

Extra Lives

If your password holds less than two extra lives, change the fifth letter to N.

Power bonus

Enter this code for a power boost - NTMMNWLPPBDZ

POWERBLADE

Level Codes

Level 2: D67B3930
Level 3: K5384JD2
Level 4: 4D8J66BJ
Level 5: 9BJ19FK4
Level 6: B67K2258

There's been a giant, hollowed-out okapi full of questions on Killer Instinct and Mortal Kombat 3 this month. I've selected a few from my lowly servants, who will be fed to the cat for troubling me!

Dear Lord Skull,

I've been a Mortal Kombat fan for a very long time, but in MK3 I still can't get Sub Zero's fatality. Would you help me?

Later,

J. Snel

Hey J,

I hate Sub Zero! I hate playing against him, or with him for that matter. But anyway, if his fatality is going to make your miserable little life more bearable, try this:

As your opponent is reeling, press Block twice, Run, Block and Run again to totally shatter your expectations!

Your cranial servant, Skull

Skull,

How many times does it take to get in to this brilliant section? On the Mortal Kombat 3 menu screen, how do you get all the Kool Kodes eg. Scott's Stuff? I hope you can print this as it is the 11th time I've written in!

Hail King Skull,

Leon Condo, Beechboro WA

Dearest Leon,

My God, don't you know this old chestnut yet? Call yourself a games player? I know what I'd like to call you but the editor's standing right behind me at the moment. Anyway, enough of these pearls of wisdom from my good self, here's the cheats:

Kool Stuff

Press Up, Up, Down, Down, Left, Right, A, B, A

Kooler Stuff

Select, A, B, Right, Left, Down, Down, Up, Up

Scott's Stuff

X, B, A, Y, Up, Left, Down, Right, Down

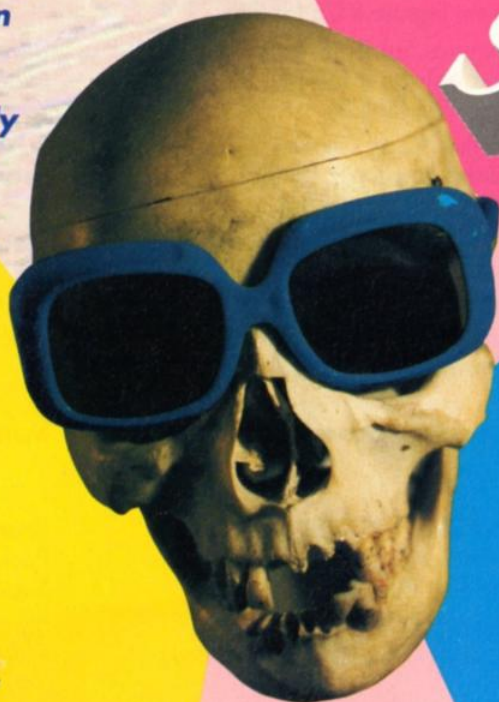
To the wicked Skull that rulz this rad magazine!

As any other normal person I own a SNES and have Killer Instinct and Mortal Kombat 3. Ok, so you better answer these questions!!

* On Killer Instinct, how do you do a 48 Hit Combo?

* On Mortal Kombat 3, how do you show Mercy before an Animality?

Stu Pididiot, Uttakarra, WA



Skull

Look Stu,

Just because you're responsible for draining the Amazon Rainforests in your efforts to contact me, don't think you'll get away unscathed, my boy. Pah! Combo's, schmombos! These are far too easy! For these special combo's you must have performed a combo breaker at some point in the match and your opponent must be as good as dead anyway. But to a real KI player such as myself, mere 48 hit combo's hold little or no interest. But, because I'm in a good mood I will offer you some small but valuable slices of my amazing game playing knowledge:

Ultimate Combo's

Jago	D, DF, F+FP
Orchid	F, DF, D+MK
Thunder	DF, DB + MP
Sabrewulf	B, DB, D, DF, F+FP
Spinal	DF, DB + QP
TJ Combo	D, DB, B+MK
Cinder	F, DF, D, DB, B+MK
Gladius	D, DB, B+QP
Riptor	D, DF, F+QP
Fulgore	F, DF, D, DB, B+MP

To do an Animality, first you must show your opponent Mercy, which basically means you have to lose one round of the match. On the Finish Him screen, hold the Run button and hit down on the D-pad 4 times. Your opponent will gain some energy, so just stun them again and punch in the Animality code!

My bag's included a complete udder full of letters from you lot asking us to print all the finishing moves for Mortal Kombat 3. So, we sent Steve to the Out-World to get all the relevant info!

Finishing Moves

Kano	(Eye Laser)	Get close, LP, Block, Block, HK
	(Skeleton)	Hold LP, F, D, D, F and release LP
Sonya	(Fire)	B, F, D, D, Run
	(Pink Kiss)	Half Screen away, Hold Block and Run, U, U, B, D, release Block and Run.
Sub-Zero	(Shatter)	Block, Block, Run, Block, Run
Jax	(Big Foot)	Hold Block, U, D, F, Up, release Block
Liu Kang	(Fire)	F, F, D, D, LK
Sektor	(Crusher)	Get close, LP, Run, Run, Block
Cyrax	(Spinning Head)	Get close, D, D, D, U, D, HP
Shang Tsung	(Bed 'o Nails)	Hold LP, D, F, F, D, release LP
Sindel	(Scream)	Get close, Run, Block, Block, Run, Block
Stryker	(Taser Gun)	Edge of Screen F, F, LK
Nightwolf	(Lightning)	B, B, D, HP
Sheeva	(Head pound)	F, D, D, F, LP
Kabal	(Air Head)	D, D, B, F, B+LK
Kung Lao	(Spin)	Get close Run+Block, Run+Block, D

DETAILS

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Stunt Race FX (SNES)
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Street Fighter II CE (SNES)
Samurai Spirits (SNES)
ChronoTrigger (SNES)
Any RPG (SNES)
Donkey Kong Country 2 (SNES)
Earthworm Jim 2 (SNES)

NBA Live '96 (SNES)
NHL Hockey '96 (SNES)
Sim City (SNES)
Zelda III (SNES)
ChronoTrigger (SNES)

Super International Cricket (SNES)

Soul Blazer (SNES)
Brain Lord (SNES)
Shadow Run (SNES)
Micro Machines (Game Boy)
Donkey Kong Land (Game Boy)

Donkey Kong Country (SNES)

Samurai Showdown (SNES)

Int. Superstar Soccer Deluxe (SNES)

Cannon Fodder (SNES)

Donkey Kong Country 2 (SNES)

Donkey Kong Country 2 (SNES)

Art of Fighting (SNES)
Art of Fighting 2 (SNES)
Fatal Fury Special (SNES)
Boxing Legends of the Ring (SNES)

Super Metroid (SNES)
MegaMan X2 (SNES)

Clayfighter & Clayfighter 2 (SNES)
WWF Raw (SNES)
Boxing Legends of the Ring (SNES)
Cricket (SNES)
Syndicate (SNES)

Donkey Kong Country 2 (SNES)
Lion King (SNES)
Earthworm Jim 2 (SNES)

WILL SELL/SWAP

Unirally (SNES)

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Maximum Carnage (SNES) - \$70
Secret of Mana (SNES) - \$40
Super Mario World (SNES)
Robocop vs. Terminator (SNES) - US

Yoshi's Island (SNES)

Street Fighter 2 Turbo (SNES)

Mortal Kombat 2 (SNES)

Street Racer (SNES)
Pocky & Rocky (SNES)
Super Off Road (SNES)
Stargate (Game Boy)
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Killer Instinct (SNES)

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Starwing (SNES)
Smash Tennis (SNES)
Robocop 3 (SNES)
Zelda - Link's Awakening (Game Boy)
Wario Blast (Game Boy)
Street Fighter 2 Turbo (SNES)
Super Mario World (SNES)
Super Mario All Stars (SNES)

Super Mario All Stars (SNES)
Lethal Weapon (SNES)
Super Mario World (SNES)
Mortal Kombat (SNES)

Bart & The Beanstalk (Game Boy)
Super Ghouls & Ghosts (SNES)
Hudson Hawk (Game Boy)
Rescue of Princess Blobette (Game Boy)
Speedy Gonzales (Game Boy)
Dr Franken (Game Boy)
Kid Dracula (Game Boy)
Sneaky Snakes (Game Boy)
Kwirik (Game Boy)

SWAP & SELL

*If you have any games you want or
want to get shot of then turn to page 9
for a Swap & Sell form.*

COMING NEXT MONTH...

WHAT'S THE STORY?

Toy Story Review.

HERE'S MUD IN YER EYE!

Worms dug up!

IT'S A TIP OFF!

Yoshi and Doom Guides
continued + DKC2 Tips.

PLUS!

All the usual news,
reviews and gossip!



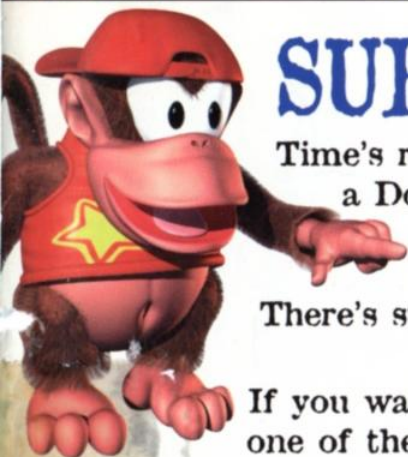
NMS. It's A BLAST.

SHADOWS OF THE EMPIRE

EXCLUSIVE!

Behind the scenes look
at LucasArts' top new
Star Wars title for the
Nintendo 64.

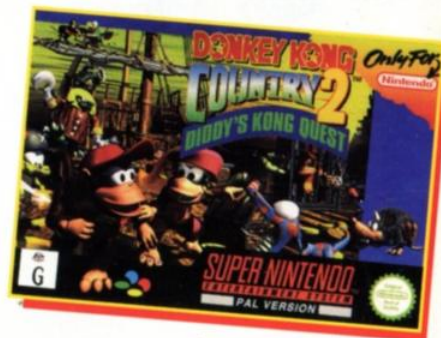
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